

Official Game Accessory

TREASURE MAPS

by
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An Official Game Accessory usable by characters of all levels

Down By the Seaside

DM's Information

The DM's Map

The Dungeon Master's map shows a seaside against a shallow cliff. Trees grow along the rugged shore of a beachless sea between large boulders and fallen trunks. For those who want to jump into the water, a comfortable two-foot dive off the side of the cliff accommodates this perfectly. The water is chilly, but a few dips acclimate any character to its temperature.

The Players' Map

The players' map shows a wide sandy beach at the base of an 18-foot cliff. The cliff shelters the beach from any prying eyes, giving it a serene, private atmosphere. High above the cliff, trees and boulders stand majestically, overlooking the calm ocean. At the bottom of the cliff, a small cave opening faces the water. A trickling stream flows from its mouth, cutting through the beach. The words "Thar be gold" and a thick stenciled hand point to the cave.

The Discrepancy

The DM's map and the players' map do not match. At first glance, the players' map appears to be faulty. It is not. The discrepancy in the two maps is due to the tides. The players' map depicts the seascape at low tide; the Dungeon Master's map shows the same scene at high tide. When the player characters first arrive, the setting will appear as in the DM's map (i.e., the tide will be in) -- if the PCs stay in the area for a few hours, they will see the level of the ocean drop as the tide flows out. After six hours, the area will appear as depicted on their map.

Notes

The cave shown on the players' map is only briefly exposed at low tide. Once the water recedes far enough to reveal the entire opening, the PCs have only half an hour before the tide turns; within an hour the cave entrance will be submerged once again. If the characters lose track of time and allow themselves to become trapped, anyone trying to leave the cave will be buffeted by strong waves. Once this occurs, characters who make their swimming proficiency check at a -2 penalty escape unscathed. Those that cannot swim can attempt to force their way out by holding their breath and climbing back to the surface; this requires two successful Constitution checks (the first at a -2 penalty and the second at -4). Characters who fail one check reach the surface but are helpless due to choking and coughing for 1d4 rounds. Any unfortunate who fails both Constitution checks passes out and suffers 1d6 points of drowning damage per round until rescued.

The Danger

When the characters enter the cave, they see that the floor is sandy and wet. The cave is too dark to see in without the aid of torches or a similar light source. Infravision is practically useless here, as the warmer air coming into contact with the cold stone walls of the cave makes everything appear blurred and foggy to infravision.

Whatever light source the characters use reveals a 60-foot-long tunnel which opens up at the end to a larger cavern. Within this cavern, they see two large chests, each sealed with a large, heavy, rusted padlock. Several human skeletons litter the floor, half buried in the sand.

If the characters do not look above their heads as they enter the cavern, they will not see the hungry giant spiders that lurk overhead, safe from the tides, until they attack.

Spider, Large (6): Int Non (0); AL N; AC 8; MV 6, Web 15; HD 1+1; hp 7; THAC0 19; #AT 1; Dmg 1; SA Poison; SZ S (2' diameter); ML 7; XP 175 each.

The Take

If the characters defeat the large spiders, a thief must *pick locks* at a -25% penalty in order to

open the rusted and algae-covered lock. Alternatively, a character can try to break the lock. The lock can withstand a total of 18 points of damage. However, with each attempt the character must roll a save versus crushing blow to see if the weapon attacking the lock breaks.

The locked chests contain the following items:

First chest: 23 rotted and water-soaked books. Any attempt to pick them up or open them causes them to crumble.

Second chest: 2,000 gold pieces. These coins are engraved with the face of a beautiful young woman. Half of these coins are counterfeits, lead slugs covered with a thin layer of gold. The forgery is so good that only precise weighing of each coin, scraping a coin with a blade, biting a coin, or the like will reveal the fakes.

The chest containing the coins has a false bottom which the characters will not see unless they specifically check for it. Within this false bottom is a truly valuable, though highly illegal, item: a brass mold used to make counterfeit coins. It is tarnished, but with a little cleaning, the mold can be reused.

The only other treasure in the cave lies scattered and buried in the sand: seven gems (three rubies and four diamonds) worth 1,000 gp each. There is a 10% chance per turn per searcher of uncovering one of the gems.

Down by the Seaside

Players' Information

This map is painted on an old piece of grimy canvas (sailcloth). It shows a long, sandy beach surrounded by a cliff-what looks to be a quiet, private place. Above the cliffs, trees and boulders overlook a calm ocean. At the bottom of the cliff, a small cave opening faces the sea. A small stream flows from the mouth, cutting through the beach. The words "Thar be gold" and a thick stenciled hand point to the cave's mouth.

The Rumors

Several rumors have circulated regarding this map:

The map leads to a secret pirate's cove. The pirate Devan Scourge hid the greater part of his booty there over 100 years ago, loot he had stolen from a ship carrying a group of wizards to a now-forgotten battle.

A very clever counterfeiter used to operate in this area, casting tens of thousands of fake gold pieces and distributing them throughout the region, buying gems or other valuables with the false money. She was caught and executed about three years ago, but her hoard of money, gems, and counterfeit coins was never recovered. A 1,000 gp reward for the recovery of the coins' mold still stands.

A paladin from a land across the sea came to villages and cities near this spot, looking for donations to save his region from a horrific disease. After collecting money for several months, he returned to the seaside to await the coming of the ship that was to carry him home. It is said that he died before the ship arrived, and the money he collected was never found.

An evil imposter once assumed the place of a trusted servant of the king. This vile soul fled with the king's daughter and demanded a ransom exceeding 2,000 gold pieces for her return. The king produced the money, marked it with the face of his daughter, and sent another servant to deliver it and to bring his daughter home. Neither servant, daughter, nor ransom were heard from again. It is said that anyone using this money is to be captured and delivered to the king, for he or she is the kidnapper.

There is a magical map that shows the way to an evil sea hag's trove. It has a horrible curse placed on it. Anyone finding the treasure becomes hexed.

Magnum Opus

DM's Information

The DM's Map

The map shows a thin forest in the center and a range of low hills along the bottom. A ruined keep stands in the map's middle, while a group of rocks in the upper right corner is marked with a curious tombstone bearing the head of a dog. A path runs through the forest, over a small stream toward the group of rocks.

The Players' Map

The players' map is a reversed image of the DM's map and shows most of the same features, except that the players' map does not show the various forks in the road.

Notes

The scroll is a very old, yellow, and tattered piece of fine parchment. A Dexterity check at a - 5 penalty is required to keep it all in one piece when unrolling it. If the check fails, the map breaks into 3d6 pieces. These pieces can be reassembled like a jigsaw puzzle after 1d8 rounds of work, but the PCs will have to come up with a way to transport the brittle fragments without further crumbling of the map.

The characters will not be able to see the ruined keep from the path. The keep lies about two miles off the road; if they attempt to search for it, they have a flat 20% chance per hour of finding it. If the characters locate and decide to investigate the keep, the Dungeon Master can borrow the floor plan from the DM's map for the *Sign of the Times* adventure or design a castle of his or her own.

The path forks twice (these forks are not on the players' map). In each case the players' reversed map may lead them in the wrong direction. If they take the less-traveled of the forks each time, they continue in the correct direction. If they take the main path, the first fork leads to a ford over a stream and the second to a newly-constructed hunting lodge made from rough-hewn notched logs.

The grave site, once the PCs reach it, consists of a small, shallow, man-made cave with a large, wheellike gravestone over the entrance; the gravestone is carved with a dog's head and inscribed "Fideus." Inside, the cave walls are covered with elaborate hieroglyphs and drawings. A small stone sarcophagus rests in the center of the cave, its lid lying on the floor beside it. Two large urns stand on either side, one containing still-drinkable water and the other filled with the crumbled remains of old dog biscuits (provisions for the death-journey).

The room is full of old footprints. A dried and crumbled carcass of a guard dog lies on the floor beside the open sarcophagus. Its linen wrappings have been torn off and strewn about the chamber. The bones of the dead are crushed and broken, as if stepped on or kicked by one of the grave-robbers.

The Danger

The fishing hole poses no threat for the characters. There is, however, a 25% chance that they will approach the stream during a bear's feeding time, in which case the creature will take whatever action necessary to drive them off. The statistics for two types of bear are given here so the DM can introduce the proper one for the climate of the specific campaign world.

Bear, Black (1d3): Int Semi (4); AL N; AC 7; MV 12; HD 3+3; hp 21; THACO 17; #AT 3; Dmg 1d3/1d3/1d6; SA Hug (2d4); SZ M (6'+ tall); ML 8; XP 175 each.

Bear, Brown (1d6): Int Semi (3); AL N; AC 6; mv 12; HD 5+5; hp 35; THACO 15; #AT 3;

Dmg 1d6/1d6/1d8; SA Hug (2d6); SZ H (12'+ tall); ML 10; XP 420 each.

The hunting lodge is occupied by five trappers. The trappers do not attack unless the characters are hostile (breaking in the door or the like).

Trappers (5): Int Average (9-11); AL N; AC 8; MV 12; HD 1; hp 6; THACO 20; #AT 1; Dmg 1d6 (long bows); SZ M (6' tall); ML 7; XP 15 each.

The Take

The characters have a 15% chance (per item) of finding the following items hidden in various secret compartments in the sarcophagus and the walls of the cave, or inside the dog's corpse. They may also find (DM's choice) compartments emptied by previous looters.

- Libram of Gainful Conjuraton.
- One *iron flask* with an invisible stalker imprisoned within.
- Two sticks of *incense of meditation*.
- A silver dog-whistle (worth 5 gp).
- 7,000 copper pieces enchanted to look like platinum; they glow slightly and, if checked, radiate strong magic. These coins are *cursed*; anyone possessing any number of them cannot advance in level until he or she gets rid of the coins and receives an *atonement* spell.

'Magnum Opus

Players' Information

The scroll is a very old piece of fine parchment: yellow, tattered, and brittle. The map shows a path running through a thin forest. A small castle dominates the center of the map, not far from a small stream. An outcropping of rocks in one corner is marked with an odd tombstone decorated with what looks like the head of a dog.

The Rumors

Few rumors can be found regarding this map, indicating it to be either extremely rare or else a very well-kept secret. The rumors given here can only be ferreted out by consulting a sage, sifting through all the records in the nearest large library, or interviewing elderly townsfolk and listening to ancient gossip.

A century ago, a wealthy man died and was buried with his dog, his wealth, and enough food to tide him over during his long journey to the Elysian Fields. The wealth is immeasurable, but the curse far outweighs the riches.

A century ago, a wealthy eccentric named Coot was devastated by the loss of his favorite companion and only true friend: his pet dog. In order to spend eternity with his pet, he had the dog mummified and entombed, even slaying one of his servants to wait on the dog in the afterlife. Coot then placed food and water in the tomb for the dog and servant to eat and drink, and fabulous riches for them to bribe their way past the fiends that lurk in the shadows.

DrachenKšder

DM's Information

The DM's Map

The Dungeon Master's map shows the interior of the dragons' den. The characters will find this cavern if they follow their map.

The Players' Map

This map is extremely precise. Designed in a very easy-to-read antiquated style, this map was definitely prepared by a professional map maker. By viewing the area depicted in the map, there will be no mistake that when the characters arrive, they will instantly know they are in the right area.

Notes

A mated pair of green dragons, Talis and Thalan, have shared a common lair for centuries, laboring over two whelps of hatchlings. After spending their entire adolescence and adulthood chasing across the countryside for prey, they devised a plan that would allow them to spend the better part of their lives letting their food come to them while they sat gloating over their treasure hoards.

The two dragons managed to gain a *ring of polymorphing* that allowed Thalan to shapechange into any form she wanted. She traveled to a faraway city, where she hired map makers to chart the easiest path to her lair, then killed (and ate) all the cartographers rather than paying their fees.

Taking the dozens of copies she had commissioned, the shapechanged dragon traveled to every city, town, and village within a 100-mile radius of the lair, leaving one in each place she passed through. Since that time, quite a few adventurers and other greedy folk looking for an easy way to get rich quick have followed the map to the "extinct dragon lair" to cash in on the treasure hoard that was guaranteed to be there. None have yet returned.

The Danger

When the characters enter the lair, they find it apparently empty of inhabitants. However, once they begin to fill their pockets with treasure, something appears behind them, blocking the entrance: Talis, an old male green dragon. At the same time, Thalan enters from another tunnel, blocking the only other exit. These two are hungry and intent on eating the characters. They are experienced at trapping adventurers and will be positioned where both can breathe on the intruders from different directions on alternate rounds, a trick that has never failed them in the past. They will do everything within their power to prevent any survivors from escaping to warn others and thereby cut off their food supply. The characters' best chance of escape is through the use of magical items or spells that will whisk them far, far away.

Talis (Dragon, Green, Old): Int Very (11); AL LE; AC -4; MV 9, fl 30 (C), sw 9; HD 17; hp 136; THAC0 0; #AT 3+special; Dmg 1d8/1d8/2d10; SA breath 16d6+8, *fear* radius 30 yards, +8 to hit and +8 damage, *suggestion* and *plant growth* 1 X /day, *warp wood* 3 X /day; SD immune to gas and normal missiles, *clairaudience*, *detect invisible*, *water breathing*; MR 30%; SZ G (141' long); ML 16; XP 11,000; Spells (mage) 4-1st, 1-2nd.

Thalan (Dragon, Green; Mature Adult): Int Very (12); AL LE; AC -3; MV 9, fl 30 (C), sw 9; HD 16; hp 112; THAC0 1; #AT 3+special; Dmg 1d8/1d8/2d10; SA breath 14d6+7, *fear* radius 25 yards (+1 to victim's saving throw), +7 to hit and +7 damage, *suggestion* 1 X /day, *warp wood* 3 X /day; SD immune to gas and normal missiles, *clairaudience*, *detect invisible*, *water breathing*; MR 25%; Save Modifier +1; SZ G (120' long); ML 15; XP 10,000; Spells (mage) 4-1st.

The Take

If the characters successfully defeat the mated pair of green dragons, they will have earned the following treasure:

4,000-24,000 (4d6 x 1,000) copper pieces

3,000-30,000 (3d10 x 1,000) silver pieces

3,000-30,000 (3d10 x 1,000) gold pieces

2,000-16,000 (2d8 x 1,000) platinum or electrum pieces

5d10 gems

3d10 pieces of art

A ring of polymorphing

Any one other magical item (excluding scrolls)

DrachenKšder

Players' Information

The map comes in a hollowed-out dragon's claw wrapped in thick silver dragon leather (dragon leather is the tough hide that lies beneath a dragon's thick scales.) When the leather **is** removed, the 12-inch-long claw glistens pearly white in the sunlight. Careful inspection of the dragon claw results in the discovery of a rolled up piece of paper shoved into its hollow tip. When opened, the paper reveals a sizable map.

This map is extremely precise. Designed in an antiquated but very easy-to-read style, it was clearly drawn by a professional map maker. Once the PCs are in the right area, it will be easy to follow this map to reach the treasure-site.

The Rumors

A hatter-turned-adventurer got lucky and found a huge dragon horde, abandoned when its owner died of old age, on his very first adventure. Loading his backpack with as much treasure as he could carry, he returned to his village a rich man. A superstitious man, he decided not to tempt fate by going back a second time for more of the vast cache. Instead, he hired a friend to map the exact path to the dragon's lair. The former hatter then sold copies of the map to anyone who would buy them. The hatter ended up amassing an even greater fortune from this exploit than he had brought back from the abandoned lair, retired, and moved south to bask in a warmer climate.

An experienced adventuring party killed a great red dragon years ago but had a falling out over how to divide its treasure. One member of the party who felt she had been cheated out of her fair share had dozens of copies of this map made and distributed to keep her former partners from having the wealth all to themselves. After learning what she had done, the others hunted her down; the only survivor of the ensuing battle was lynched by angry townspeople the next day. None of the treasure was on the party members when they died, so it must still be where they first discovered it.

The map leads to a horde of hundreds of thousands of gold pieces worth of coins, gems, relics, and art. Legend says the treasure is so vast that no one can carry more than a small part of it away at a time, so that although treasure seekers have been looting the horde for years there is still plenty of wealth left for anyone who cares to go and pick it up.

Head Games

DM's Information

The DM's Map

The Dungeon Master's map shows the cavern the characters will find if they successfully decipher the headpiece-map.

The Players' Map

The players' "map" is a ceremonial headpiece made of gold. What look like mere decorations are actually pictorial instructions revealing the location of a very unusual treasure.

Notes

The design on this headpiece shows the way to a treasure that is far more valuable than gold. The sacred location can be found by solving the stylized clues on the headdress, reading from top to bottom.

The mountains at the top of the headdress are the first clue. The characters should look for mountains or hills that look like lizards or have a lizard-like name (DM's choice). The DM is encouraged to find (or create) a mountain range named Gecko, Komodo, Basilisk, Iguana, Monitor, Chameleon, or Skink; this could also be the local name for hills more widely known under some other moniker. The sun setting behind the mountains means that the characters must be on the far side of the mountains from the setting sun (i.e., on their eastern slopes).

Once the characters find the proper mountains, they must locate a tall totem pole standing near a cliff. The eyes of the totem's top face are clear quartz; looking through them will reveal the site of the treasure. The objects carved on the totem-bundles of wheat, corn, and barley are clues to what the characters may find.

Once the characters reach the spot indicated by the totem, they will find carved on a stone a spread-winged black eagle, the symbol of Thunder (the spirit of good fortune). The stone will sound hollow if tapped. Beneath the stone are two sets of steps leading down. Both are sealed with hard-packed dirt, requiring 3d4 work-hours to clear enough for passage. One of these stairwells was for men and the other for women; the steps themselves are identical.

At the base of the 39th step is a mortared stone wall completely blocking the passage; the symbol of Thunder is incised into the wall. If the characters kick in the wall or chip away the mortar between the rocks, they find a large, dark chamber beyond; at this point the DM's map comes into play.

The Take

This large ceremonial chamber has several burnpots (currently unlit), many large sealed urns, and a large statue sitting with both hands extended palms up. In front of the statue is a wide, shallow basin (currently empty).

The sealed urns are filled with corn, wheat, barley, bean, tomato, and pepper seeds. By removing the tightly-fitted lid, the characters can reach inside the urns and move their hands through the seeds. The seeds are clean, pure, and unmolested by time or parasites. If the player characters place grain in both of the statue's hands at the same time, the arms will lower and the mouth open with a slight rumbling sound. Three rounds later, grain begins to flow from the statue's mouth, spilling into the basin at its feet. It will take five minutes for the basin to fill, at which point the grain will stop flowing, the mouth close, and the arms return to their original position. If the seed is planted, it will produce a hundredfold the normal harvest for that type of crop. Each year, the statue can produce enough seed to plant nearly 1,000 acres.

The headpiece itself is made of a gold alloy and weighs about seven pounds. Melted down, its precious metal value is 70 gp; its value to a collector as a relic of a forgotten culture is closer to 700 gp.

Head Games

Players' Information

Description

The headdress is a beautiful golden headpiece. Across its surface, an artist has painstakingly hammered, chiseled, sculpted, and engraved an intricate pattern. It appears to have been made by an ancient culture, for loam and dirt have crept into the finer cracks and crevices, giving the object an aged appearance.

The Rumors

The headdress was unearthed a decade ago and promptly stolen from its finder by a thief, who sold it to a sage famous for collecting ancient artifacts. From there, the artifact was misplaced, stolen again, inherited, sold at auction to save a wealthy lady's kidnapped son, thrown over the side of a ship by a superstitious crew, salvaged by a school of aquatic elves, and sold to another collector who died shortly thereafter. It is said that the object has never been owned by any one person for more than a single year.

The headpiece magically transports its wearer to the fields of gold when it is placed on the head. However, unless he or she knows the proper command words, a terrible curse will befall the wearer.

An ancient culture of mound dwellers carved a mystical helm for its spiritual leader that shows the way to their Happy Hunting Ground. Dead or alive, the owner can summon the powers that show the way to endless wealth.

Across its surface, the headpiece shows the way to the riches of an ancient culture of mound dwellers. Care and empathy are required to decipher its meaning.

The helmet is a worthless ornament made from fool's gold, commissioned by a mischievous rogue a few years ago to play a joke upon a too-credulous sage. It has no value at all (aside from amusement value).

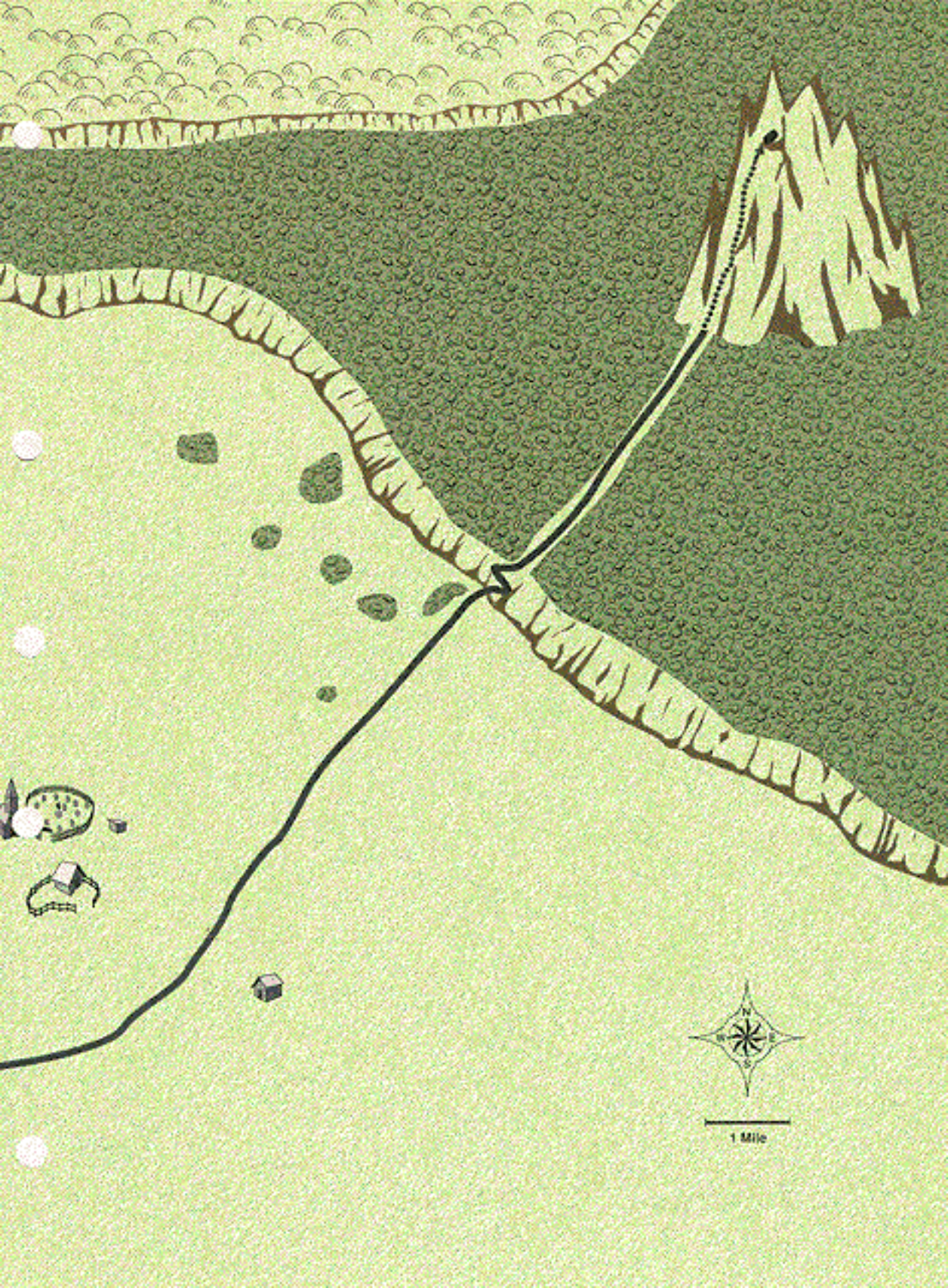
The headpiece is a valuable relic from an ancient culture of mound dwellers. Many a collector from the neighboring principalities are willing to pay large sums of money for such a well-preserved item from the distant past.

















Enter Sandman

DM's Information

The DM's Map

The Dungeon Masters map shows the interior walkways and rooms of a pyramid where a great queen is buried with all her treasures.

1. **Mastabas:** The pyramid is surrounded by a large number of low, flat buildings known as mastabas. These secondary tombs serve as the final resting place for the workers who labored to build the pyramid.
2. **Lesser Pyramids:** The sands around the great pyramid host a number of smaller pyramids. These structures are tombs for the officials and engineers who oversaw the pyramid workers.
3. **Funeral Temple:** This chamber is dedicated to Ptah. Here, the final rites were performed and the body of the queen made ready for the voyage into the afterlife. The entrance to the pyramid is located in this room.
4. **Narrow Corridor.** All of the corridors within the pyramid are narrow and confining. As a rule, they stand four feet tall and three feet wide.
5. **First Burial Chamber.** This chamber has never been used. Had the queen died while the pyramid was still under construction, she would have been laid to rest here until it was completed.
6. **Crypts:** Once the funeral rites were completed and the queen placed in the hands of the deities, the priests overseeing the rituals took their own lives. Their bodies remain here while their spirits traveled with the queen to her new kingdom. See the Dangers section for more regarding these mummified priests.
7. **Funeral Barge:** This splendid vessel was provided for the queen to make her journey to the afterlife in.
8. **Grand Hallway:** Unlike the other hallways, this is an elaborate, high-arched affair, its walls covered with carvings depicting the life of the queen.
9. **Main Burial Chamber.** This lavish chamber is the heart of the pyramid. In an ornate sarcophagus, the body of the queen rests here for all time.

The Players' Map

The players' map shows the pyramid's location, which may be hundreds or even thousands of miles from where the characters currently are. When they reach the site, they find that the coast and delta are lush and green, but the land quickly deteriorates into the harsh sands of a desert as the characters move inland. The pyramid is on an island about fifty miles upriver, just past a cataract (rapids).

Notes

The characters will not find the only entrance to the pyramid unless they are looking at least 30 feet off the ground, in which case a rogue's successful *locate traps* roll will reveal its location. Once found, the characters must use tools like grappling irons, crowbars, and levers, plus a combined Strength score of 30 or greater, to move the stone side.

The Danger

Each of the four crypts contains a sarcophagus. If opened, inside the characters will find a dead figure enshrouded from head to foot in death wraps. By entering the crypts, the characters discharge an ancient but powerful magic: 2d6 rounds later, the mummified priests of Ptah awaken and attempt to destroy the tomb's despoilers.

Mummy, Greater (4): Int Genius (17-18); AL LN; AC 2; MV 9; HD 8+3; hp 60; THAC0 11; #AT 1; Dmg 3d6 + rotting disease; SA fear aura, spell casting (as 15+1d6-level Priest); SD immune to holy water, non-magical weapons, cold-based spells and attacks, and normal fire; take half-damage from magical weaponry; SZ M (6' tall); ML Fanatical (18); XP 8,000 each.

The Take

There are several items of interest in the resting chamber of the queen.

The Death Mask of Ptah: This mask is used to whisk the life essence of a dead individual to the plane of the deceased's preferred alignment. If a living character puts the mask on, he or she must roll a saving throw vs. death magic or have his or her essence transferred to an outer plane Ñ that is, the character dies and his or her spirit passes on to its final resting place.

The Funeral Barge: This 700-pound ornate object is a masterpiece of craftsmanship. It is worth approximately 80,000 gp if removed from the pyramid without damage (an impossible task without the use of strong magic).

There are over 9,000 gp worth of trinkets, gold vases, and gold and silver coins scattered throughout the room. The rest of the tomb furnishings, some of them very bulky, are worth 35,000 gp if somehow transported to a suitable buyer. Characters who remove items from the queen's burial chamber risk the wrath of Ptah, who sends his avatar (60% chance) to attack until the items are returned.

Ptah's Avatar: S15; D20; C15; I25; W25; Ch18; MV 15; SZ M (7'); MR 25%; AC -3; HD 15; hp 175; #AT 1; Dmg *plane shift*; THAC0 8; SA casts spells as 20th-level priest in all spheres; SD +2 or better weapon to hit.

The burial chambers of the priests each have a total of 1,000 gp worth of obvious treasures and a further 12,000-15,000 gp worth of archaeological items. Taking items from these chambers does not anger Ptah.

Enter Sandman

Players' Information

This elaborate map is made of papyrus; it looks and feels centuries, if not millennia, old. Instead of normal inks, the map-maker seems to have used paint made from crushed jewels: the river-water on the map gleams like lapis lazuli. The papyrus has a faint smell of old dried spices.

The map shows the delta of a great river. Further up the river is a large island. Upon the island is a great pyramid drawn in gold leaf. The map is labeled at several points with hieroglyphs, beside which someone has scribbled translations in Common.

The Rumors

This map shows the way to the burial place of a great pharaoh, who was buried with all his treasures long ago in a huge tomb. It is said that many have tried, but none have ever found their way into the tomb to see if the rumors are true. Many think there *is* no entrance, and the tomb is merely a gigantic fake, a pile of solid stone designed to distract attention away from the real tomb.

The most beautiful woman who ever lived is buried in the pyramid shown on the map. Many would-be thieves have traveled to the site to loot her treasures, but one look at her perfectly-preserved features causes them to be smitten by her beauty. They then cannot bear to steal from her, and often leave their own wealth at her feet as a token of respect before departing.

This island was once a holy spot, but it was despoiled long ago; now hungry ghouls haunt its ruins and feast upon would-be treasure-hunters. All the wealth once buried here was stolen long ago.

The riches of the ancients were beyond belief; it is said by knowledgeable sages that the least of the pharaohs had more gold than the wealthiest emperors of these latter days. Legend holds that the greatest of all the rulers of these river-folk was a queen whose name is now forgotten. She ruled so wisely and well and was so beloved that when she died every man, woman, and child in the land gave his or her most precious possession to be buried with her. They then laid powerful enchantments upon her pyramid to prevent her rest from being disturbed. So potent were these magics that only recently have they faded to the point where it is finally safe to explore this ancient treasure-trove.

The Great White North

DM's Information

The DM's Map

The Dungeon Master's map shows what the players' map originally looked like. When the king's son was kidnapped, this map led the way to the spot where the ransom money was to be exchanged for the prince.

The Players' Map

The players' map shows the map as it now appears, with all the damage it suffered when its original carrier was murdered. A jagged hole gapes in the map's center. All around the hole, the parchment is badly burned, making it hard to read all of the map's instructions.

Notes

Years ago, a villain named Blackscar captured the only son of an old and dying king. In response to the ransom demands, the king sent his most trusted servant to deliver the money to a predetermined spot. Once the servant arrived, he was ambushed and killed, and the money stolen.

Unfortunately, the king died before news arrived of his servant's death, along with a second ransom letter. While the kingdom reeled from the shock of the king's death and his son's disappearance, the richest nobleman in the land saw his chance and seized the throne.

Once he had been sworn in by his lackeys, this bold but unscrupulous usurper removed all officials loyal to the old king's line from positions of power and replaced them with his own family and friends. In the constabularies across the nation, the new king placed men of ill repute (murderers and thugs, to the common people's way of thinking). These "constables" were instructed to find the prince, if he still lives, and remove the threat he posed to the current king.

The usurper and his thugs are widely hated, and many would willingly rise up to overthrow him, but only the reappearance of the true prince could unite all the highly-independent villagers into an effective fighting force. As long as the prince never comes forth to claim his birth-right, the nobleman and his cronies can maintain their positions of power.

The Danger

Since taking over the kingdom, the new king successfully located the prince and arranged to have him kept locked away in a secret dungeon, where no one can possibly find him. He blackmailed Blackscar into serving as his hostage's keeper, responsible for keeping the prince alive and making sure no one ever finds and rescues him. Blackscar had little choice ("do this or die"), and so accepted. He has hired a dozen footpads, all female, to guard his keep; none of the women know that the prince is still alive. Blackscar tends the wretched young prince himself, visiting him secretly every night to bring him gruel and make sure he is still alive.

Blackscar's keep lies near the southern shores of the Black Pond; it is well off the beaten path, and its defenders are confident in their ability to fend off passing adventurers. The guards on the walls will taunt anyone who approaches with the most imaginative insults they can come up with. They will try to make the characters angry enough to come within range, so they can dump pots of scalding hot water on them. If the characters don't fall for this trick, the guards will challenge the strangers to a duel and negotiate time, place, and conditions with them to keep their attention on the wall while several of them climb over the back wall and sneak around quietly to ambush the characters from behind.

Guards (12): Int Very (11-12); AL NE; AC 4 or 7; MV 12; HD F3 or T4; hp 24 or 18; THAC0 18 or 19; #AT 1; Dmg 1d8 or 1d6; SA none or backstab; SD none or move silently and hide in shadows; SZ M (5-6' tall); ML 8-10; XP 120 or 175 each.

Only if the intruders are inflicting serious damage on his staff will Blackscar intervene. He will deny any allegations about being involved in the kidnapping or the murder, claiming to have been falsely accused. He's smart enough to know he has more to fear from the king than from any wandering band of adventurers, so he will defend his secrets with his life.

Blackscar: Int High (14); AL LE; AC 1; MV 12; HD F9; hp 72; THAC0 12; #AT 2/3; Dmg 1d8+6; SA fights with a *bastard sword*, +2 which he keeps with him at all times (except during sleep) and combined with his Strength score of 17 and specialization, this gives him the +6 bonus on damage; SD nil; MR nil; SZ M (6' tall); ML 15; XP 2,000.

If the characters do defeat Blackscar and his women, the usurper will flee with as much of the nation's treasury as he can carry, rightly fearing the people's wrath.

The Take

Hidden in a small, filthy prison cell behind a secret door in the keep is what the character have come to find: the lost prince. Now 18 years old, he is a pathetic sight, with long, tangled hair and old, tattered clothes. His teeth have fallen out from a constant diet of gruel, and poor nourishment has stunted his growth; he is only as large as a 12-year-old child. His shoulders are hunched over from constant confinement in a too-small cell, and he cringes from any loud noise or bright light. This poor wretch, the true king, can only speak in small, broken sentences like a child. He will promise over and over again to "be good" and beg the characters not to hurt him. With kind treatment and decent food he will slowly recover, but it will take a full two years before he is ready to rule on his own, at which point he will reward his saviors by whatever means in his power.

The Great White North

Players' Information

This map seems to have been hastily drawn. At some point it has suffered fire damage, possibly the result of being hit by a *lightning bolt*, *flame arrow*, or *melf's minute meteors* spell. A large portion in the middle of the map has crumbled away, and what remains is heavily charred in several spots, making it difficult to read.

The Rumors

· Twelve years or so ago, a captain of the king's elite guard was accused of harassing and assaulting female officers under his command. When he heard the king planned to arrest and try him as a common criminal, he fled the capital city during the night using the sewers and street pipes.

· A month later, the former captain stole back into the city with the help of still-loyal friends. Using knowledge of secret passages he had gained while still in the high ranks of the Guard, he entered the king's castle and kidnapped the king's only child, a six-year-old boy. In the prince's place he left a ransom letter promising to return the boy safely for an amount equal to the salary he would have earned before his retirement had he not lost his position. Enclosed was a map indicating where the exchange would take place. He warned that if more than one person showed up, he would hide the prince away where no one would ever find him.

· The king at once sent his most trusted servant to deliver the gems and return with his son. Unfortunately, the servant was killed enroute and the gems were lost, never to be recovered. The king died from shock when he heard the news, leaving the kingdom in disarray. Fortunately for everybody, a conscientious nobleman took it upon himself to bear the burden of the crown until such time as the true king returns. It is he who has ruled the land since then, but the new king has never stopped searching for the lost prince and would richly reward anyone who brings him news of where the child might be found.

· The richest nobleman in the land hired a villain named Blackscar to kidnap the king's son and only heir. Knowing the king had a weak heart, the noble hoped the tragedy would kill him, allowing the noble to take his place. Thugs in the noble's employ, in cahoots with the kidnapper, killed the messenger who was delivering the ransom so that all tracks would be erased. The murderer was allowed to keep the ransom as the price for his silence.

· An ex-guard captain named Blackscar kidnapped the king's only son, but the servant who was to deliver the ransom fled with the money. No one knows what became of Blackscar or the missing prince, but those who knew the captain claimed he was an honorable man, and some believe he kept the infant and raised him as his own son. The same people maintain that Blackscar was falsely accused of the deeds which lost him his post, and that he was actually framed by a lieutenant of the guard who wanted to remove all obstacles in his path to power and glory.

Ride the Lightning

DM's Information

The DM's Map

The Dungeon Master's map shows the layout for the tomb of Garik Portroon, a famous lawyer who died seven centuries ago. It shows all doors, secret doors, and traps to be found in the complex.

The Players' Map

The players' map shows the way through an ancient burial chamber. The writing on the scroll is faded and stained from its centuries in the tomb but still legible. The map was drawn in a strange perspective: the characters must hold it above their heads to correctly follow its directions. The markings at the bottom of the map each say "Light for Life.Ö

Notes

The players' map does not show up until the characters enter Garik's tomb. If they break the seal and lift the heavy stone lid of the sarcophagus, the characters see a corpse inside. Shards of ancient flesh hang like cobwebs from fragile bones, the dusty joints still held in place by dried ligaments. A crumpled piece of paper is clutched in the figure's right hand. If (and only if) the characters look closely, they may see a ring on the left hand. A beautiful golden locket on a fine silver chain circles the cadaver's neck; it glows red from within (this is the lich Marlith's phylactery; see below).

If the characters follow the map found in the sarcophagus chamber, it leads them to a strangely lit room dominated by a large, flat-topped rock. A candle rests on the rock next to a candle holder. Unlike everything else in this place, the candle looks new; it has never been lit. If the characters place the candle in the holder and *then* light the candle, they break the curse and cause Garik Portroon to rise from the dead. If the characters damage the candle wax in any way before lighting it, Garik will not be returned to life.

Upon being *raised*, Garik will leave the sarcophagus; the characters will shortly thereafter encounter him wandering the complex trying to find his way out. His first action on seeing the PCs will be to ask for the loan of some clothing. If questioned, he claims that a curse was cast upon him when he sentenced an evil mage to death for using her magic to cause harm and suffering.

Garik is unarmed and prefers negotiation to conflict. If the characters reject his overtures or act in a hostile manner, he will attempt to talk his way out of a confrontation. If unsuccessful, Garik uses his *ring of teleportation* to escape, unless the characters stole it from his corpse (if the characters did steal it, he asks for it back!).

Garik Portroon, Lawyer (normal human): Int Exceptional (16); AL LN; AC 8; MV 12; HD 1; hp 5; THACO 20; #AT 1; Dmg 1d2 + 2; SZ M (5' 8" tall); ML 10; XP 35.

If freed from his entombment, Garik returns to the location that once embraced his family, friends, and home. The valley, however, is now overgrown, and only the ruins that survived seven centuries of neglect remain.

The Danger

6. This section of the ceiling is designed to fall upon anyone who steps on the pressure plate beneath it. Characters beneath the brick when it starts to fall must roll a Dexterity check at a 50% penalty to escape; those who fail suffer 2d10 hit points of damage per round until they escape. The brick weighs 600 lb.; see the "Maximum Press" figures in the table on page 14 of the *Player's Handbook* to determine the combined Strength scores needed to lift the brick off trapped comrades.

7. A force similar to *Mordenkainen's Sword* is summoned into being as soon as any characters pass this point. It attacks as an 11th-level fighter (THACO 10), inflicting 5d4 points of damage per hit (5d6 to Large creatures). It can hit anything on an attack roll of 19 or 20. The sword will not pursue around a

corner or through a doorway. This encounter can happen more than once.

8. If the characters open either of the doors marked "bottomless pit," a tremendous wind out of nowhere sucks any character who does not make his or her Bend Bars/Lift Gates roll into the pit (the same fate awaits those who fall victim to the dropping floor trap). After falling through icy pitch darkness for several heart-stopping minutes, the characters are suddenly *teleported* to the study of Marlith, an outraged lich. She will order the characters to stay away from Garik's tomb and let dead lawyers lie, if they know what's good for them. Then she will *teleport* them to a spot about a mile away from the tomb.

Marlith (lich): Int supra-genius (20); AL NE; AC 0; Mv 6; HD 13; THAC0 10; #AT 1; Dmg 1d10+paralysis or by spell; SA fear aura, spells (as 23rd-level wizard); SD only hit by magical weapons, immune to *fear*, *sleep*, *enfeeblement*, *polymorph*, death spells, cold, electricity, and insanity; SZ M (5' 2"); ML Fanatic (17); XP 7,000.

If the characters intrude on her a second time, Marlith will *teleport* them 500 miles away; a third time, and she will attack, using her spells. However, if the party has retrieved the locket from the sarcophagus, they will be able to bargain with her by threatening it. Like all liches, self-preservation is more important to Marlith than anything else, including revenge, so she will do whatever is necessary to ensure the phylactery's safety, including freeing Garik from his curse and allowing the player characters to depart unmolested.

Ride the Lightning

Players' Information

The map is badly crumpled from the corpse's death-grip. When smoothed out, the faded and yellowed map shows a large room with a sarcophagus in the center, like the room the characters are currently in. In the far right corner of this room, the map indicated the presence of a secret door or panel. The door opens to a small corridor that leads to another door, this one leading to a room containing what look like a large, smooth-top rock, a large white candle, and a brass candlestick. At the bottom of the map, there is several short inscriptions, each in a different alphabet.

The Rumors

There are no rumors associated with this map.

The Four Horsemen

DM's Information

The DM's Map

The DM's map shows the floor plans for the headquarters of a Thieves' Guild (the large structure marked in red near the center of the players' map). This building appears from the outside to be nothing more than an elaborate trading post for a successful importer. A plaque posted on the grounds in front of the building bears the words "*Red Sword Traders.*" Several dozen tricolors from nations and principalities near and far flap in the wind, suspended high above the building's rooftops, representing the nations the Red Sword Traders do business with.

The Players' Map

The players' map shows a small town. A river of cool green water five feet deep and seven feet wide slowly flows in from the east to empty into a large lake on the west of town.

The thicker a road appears on the map, the heavier the traffic is on it. The thin roads are used primarily by the inhabitants of this lake-side village; they are made of cobblestones and are kept clean by a crew of street-sweepers. The thick roads are used by travelers and the occasional militia patrol; they are deeply rutted dirt paths.

The map bears two inscriptions in Thieves' Cant. The one in the upper left corner reads "*Red Houses are Safe Houses.*" The one next to the large house marked in red labels it "*Main Thieves' Guild.*"

Notes

As the characters are walking down a street of this small town, they suddenly hear the shrill of several whistles in the distance. Almost at once, an unarmed and unarmored man comes running around the nearest corner as though a dragon were at his heels and collides with one of the player characters, knocking both to the ground. He pulls a folded piece of paper from within his shirt and stuffs it in the character's hand, and gasps out "Hide this, quick! Don't let *them* get it! Please!"

He scampers away after whispering this to the character, and continues sprinting down the street. Within seconds, a volley of constables round the corner, waving billy clubs (cudgels) and blackjacks. Most of them are in a heavy sweat, and puffing through their moustaches, chests heaving with every breath. They ignore the characters as they race past in pursuit of the little man.

Sprinting Man: Int Very (12); AL CN; AC 8; MV 6; HD T4; hp 17; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA backstab; SD move silently, hide in shadows; SZ M (5' 3" tall); ML 8; XP 175. Has been a member of the Thieves' Guild for only two months.

The Danger

The map tells the way to the main Thieves' Guild house. It also displays the locations of safe houses. These safe houses are residential and commercial buildings where any Guild member can go to escape the persecution of the law, to hide a stash of smuggled goods, or to get a free meal and drink of water. These safe houses are owned or operated by members of the Guild, who thus know fellow members on sight. They will be sympathetic to non-member rogues in trouble and will help them if they can do so without risking their cover.

The law, on the other hand, does not know where the safe houses are (or even that they exist). They are, however, aware of the main Guildhouse's existence, and have been diligently seeking its whereabouts on a daily (and nightly) basis for the last three years.

The Take

If the characters turn the map over to the constabulary, they are awarded 500 gp, given medals for *Fine Citizenry*, and have a parade held in their honor within seven days of the ensuing raid on the

Guildhouse. However, any Guild members not caught in the crack-down which follows will seek vengeance upon the characters for the doom they brought down on their unluckier fellows.

If the character decide to investigate the Thieves' Guild on their own, they find a business that appears legitimate in every way. Upon entering, they will be greeted by polite and attractive sales people who will take them around the showrooms and answer any of their questions (within reason).

The front office is filled with large displays of exotic art, ornate chocolate entrees, fancy fruit candies, and silk clothing. Each imported product has a plaque that explains where the product came from, what it is, how it was made, and an exorbitant price tag. The emporium also sells more mundane items, such as weapons and adventuring gear, but again each item will be of the finest possible make (a scabbard will be silver-chased, a mirror will have an ornate frame, and the like). Anything purchased in this emporium costs double, triple, or quadruple the price listed in the *Player's Handbook* but is of equivalent higher quality. Only if they somehow penetrate to the upper warehouse will the characters find any evidence of illegal activities.

The Four Horsemen

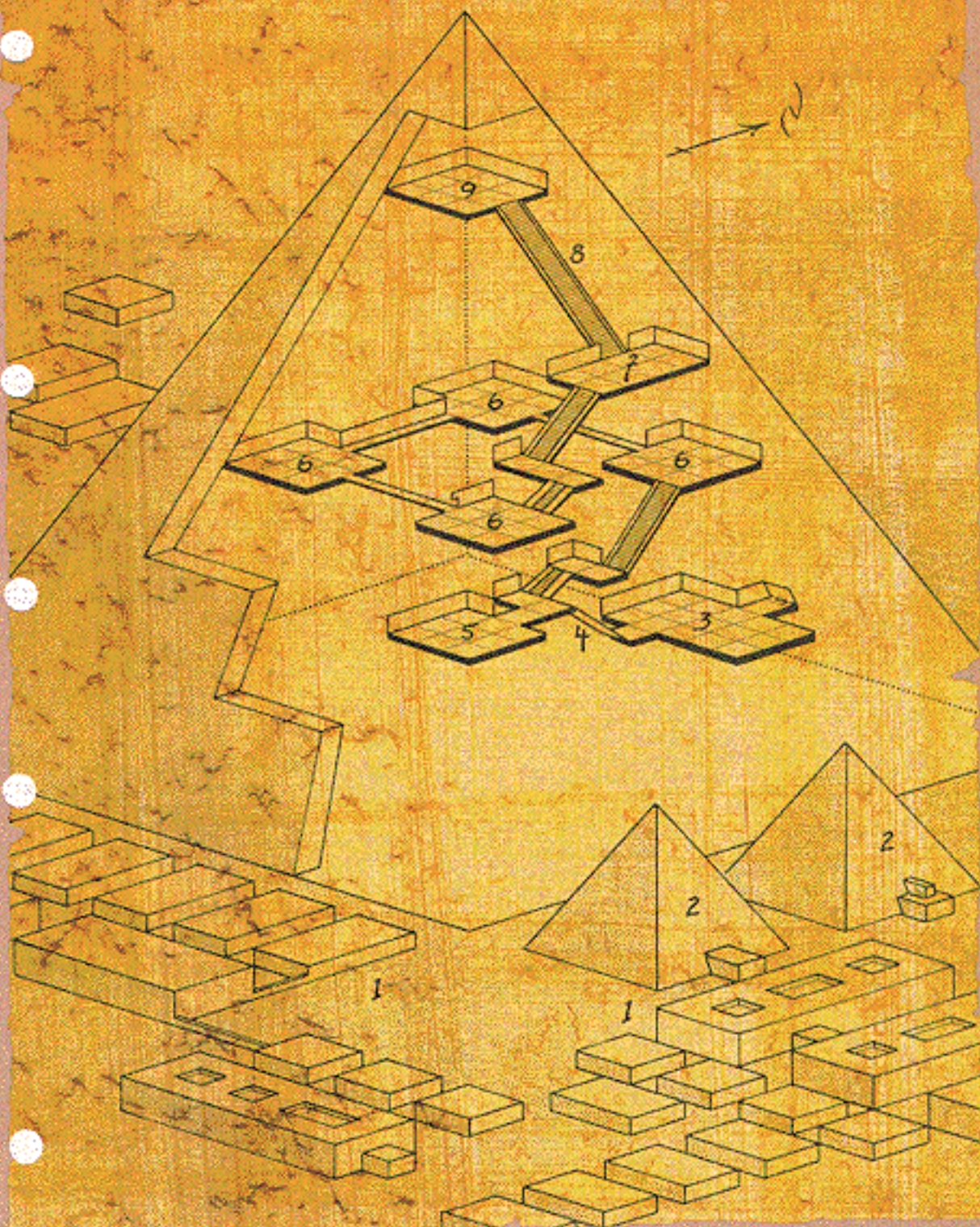
Players' Information

The map that the sprinting man gave the characters is printed in very fine parchment. Both durable and highly portable, it is capable of being folded into a very small space and could probably even be swallowed whole if need be. Its surface feels slightly slick, as if it has been treated with some sort of waterproofing solution. The map seems to be almost new, showing little if any signs of wear.

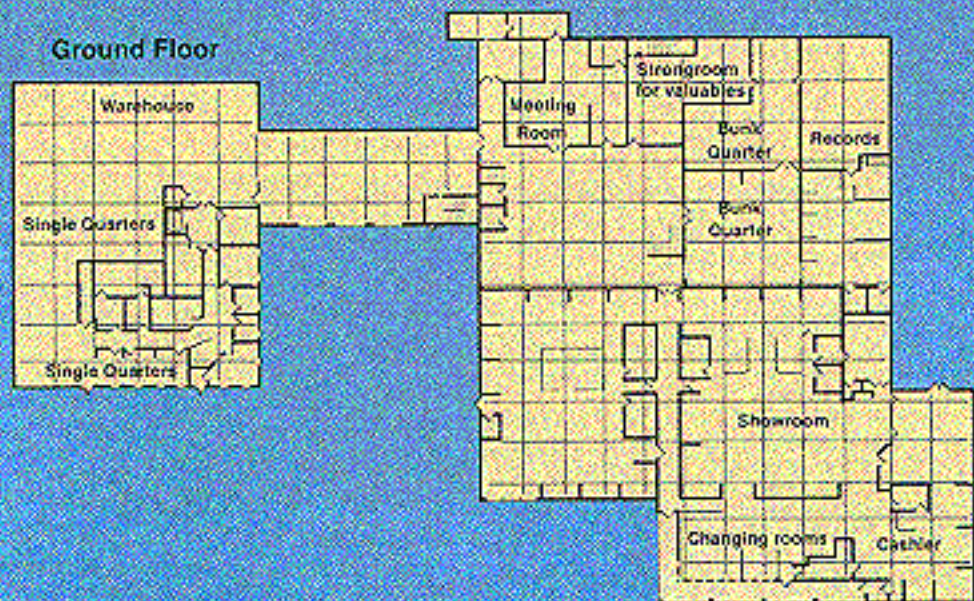
The Rumors

It is rumored that the local Thieves' Guild prints maps of the town and the nearby area in order to better train their new recruits. Although each rumor agrees that a certain amount of mapping is going on, each differs as to what the maps signify:

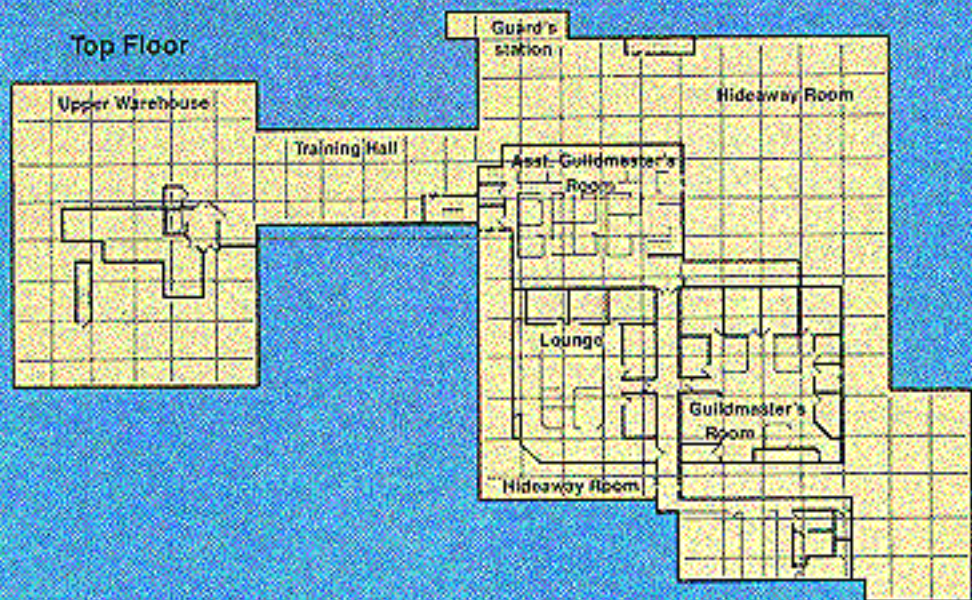
- The maps show the locations of the best places to rob.
- The maps show the houses of members of the Thieves' Guild and businesses the Guild operates as "fronts."
- The maps show homes and businesses of people who have paid the Guild "protection" money; these locations are off-limits for thieving and pilfering of any type, so long as their owners keep up payment of the bribes.
- The maps show the location of safe houses, places where a thief can go to hide from any sort of persecution.
- The maps show the location of hidden treasures; treasure so well concealed that the unsuspecting property owners do not even know they exist.
- There is no Thieves' Guild; there is only one old retired thief. Too old and arthritic to practice his profession anymore, he amuses himself by making up these maps to baffle the local constabulary. He picks the places to mark in red at random, and changes them from copy to copy.



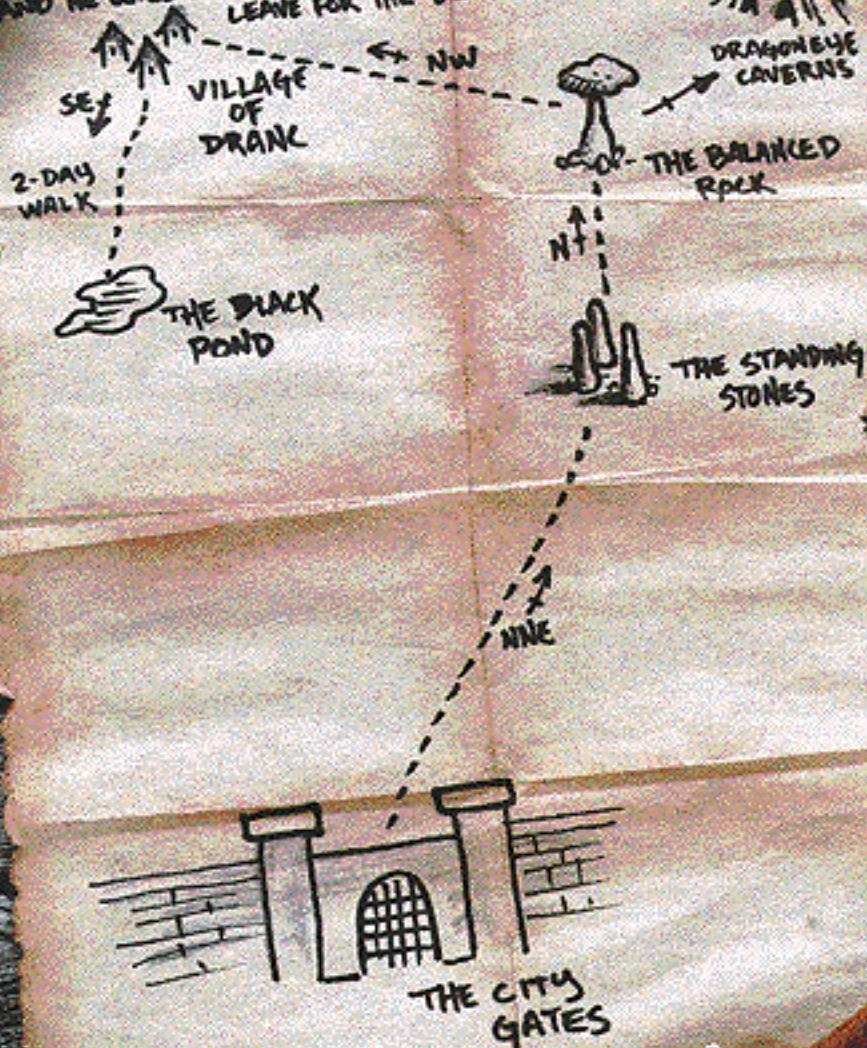
Ground Floor



Top Floor



TELL DANI (LAST HOUSE) YOU
ARE LOOKING FOR BLACKSCAR
AND HE WILL NOTIFY ME TO
LEAVE FOR THE BLACK POND.



1 Entrance

2 Crack in floor
(lipped underneath)

3 Crack in floor
(Trap) Stepping within ten feet of this point
causes the floor of the entire hallway to
open up. A bottomless pit lies beneath.)

4 Shoe worn by skeletal foot

5 Three foot tall fallen brick

6 The Brick of Death
(drops on characters if the
floor beneath it is stepped on.)

7 Blade Barrier appears here
once all PCs pass this
point. It moves to trap
them between it and
the door but will not
pursue through a
doorway or around
a corner.

8 Bottomless pit

9 Sarcophagus

10 Candlestick

11 Candle

12 Stone table

13 Opening this one-way door teleports all characters
in the hallway to a serene glade five miles away.

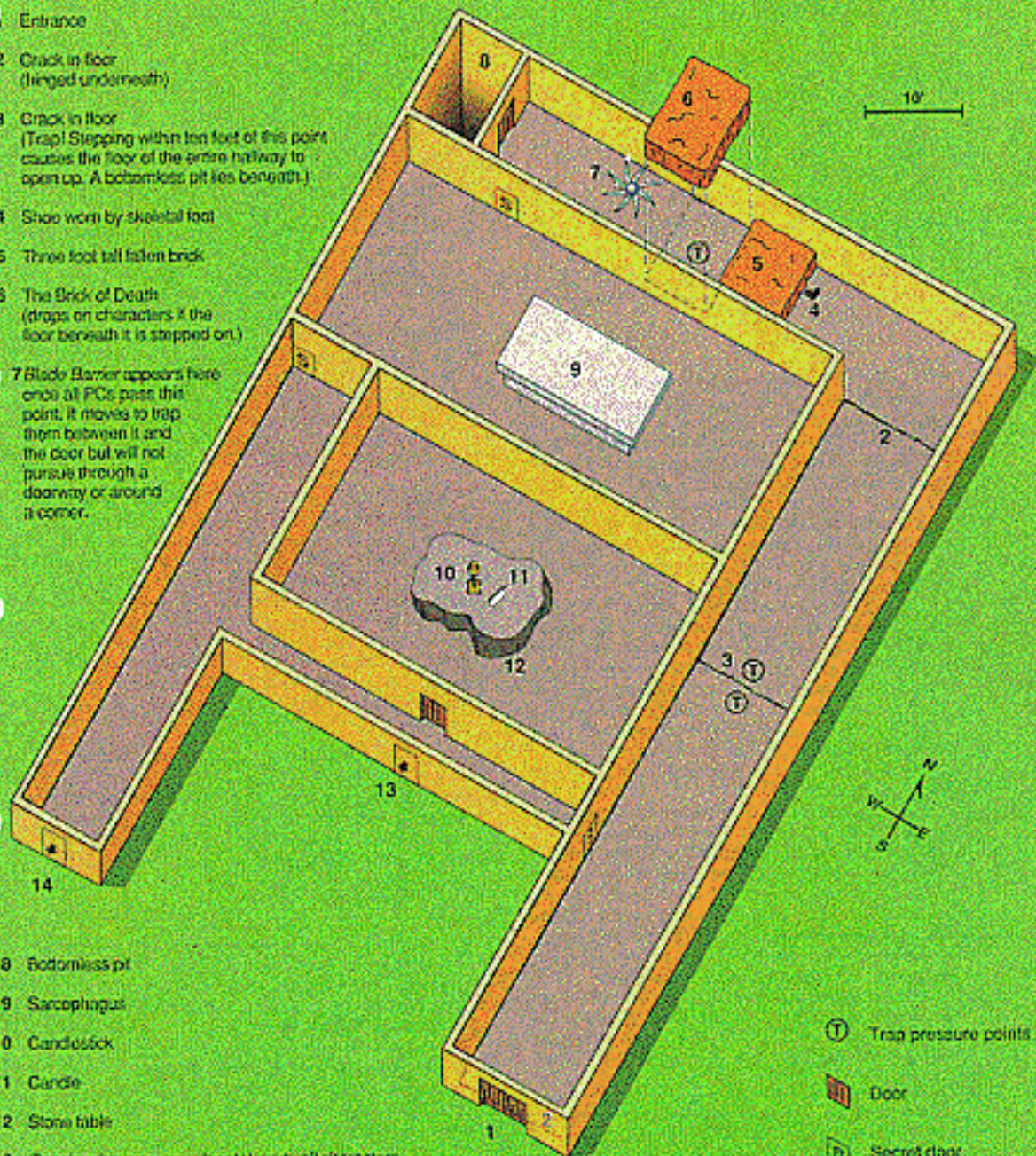
14 Characters stepping through this doorway are
teleported to the hallway before the 'bottomless pit' door.

(T) Trap pressure points

Door

Secret door

One-way door



பத்தொன்றாம்

CATARACT

பெரிய
தொண்டி
நதம்

THE GREAT RIVER

வாடி

WADI

புத்தொன்றாம்
தொண்டி

புத்தொன்றாம்

புத்தொன்றாம்
தொண்டி

PYRAMID OF THE
ILLUSTRIOUS ONE

புத்தொன்றாம்

HOLY ISLE

பத்தொன்றாம்

CATARACT



வாடி

OASIS

தொண்டி

DELTA

தொண்டி
தொண்டி

MOUTHS OF THE GREAT RIVER

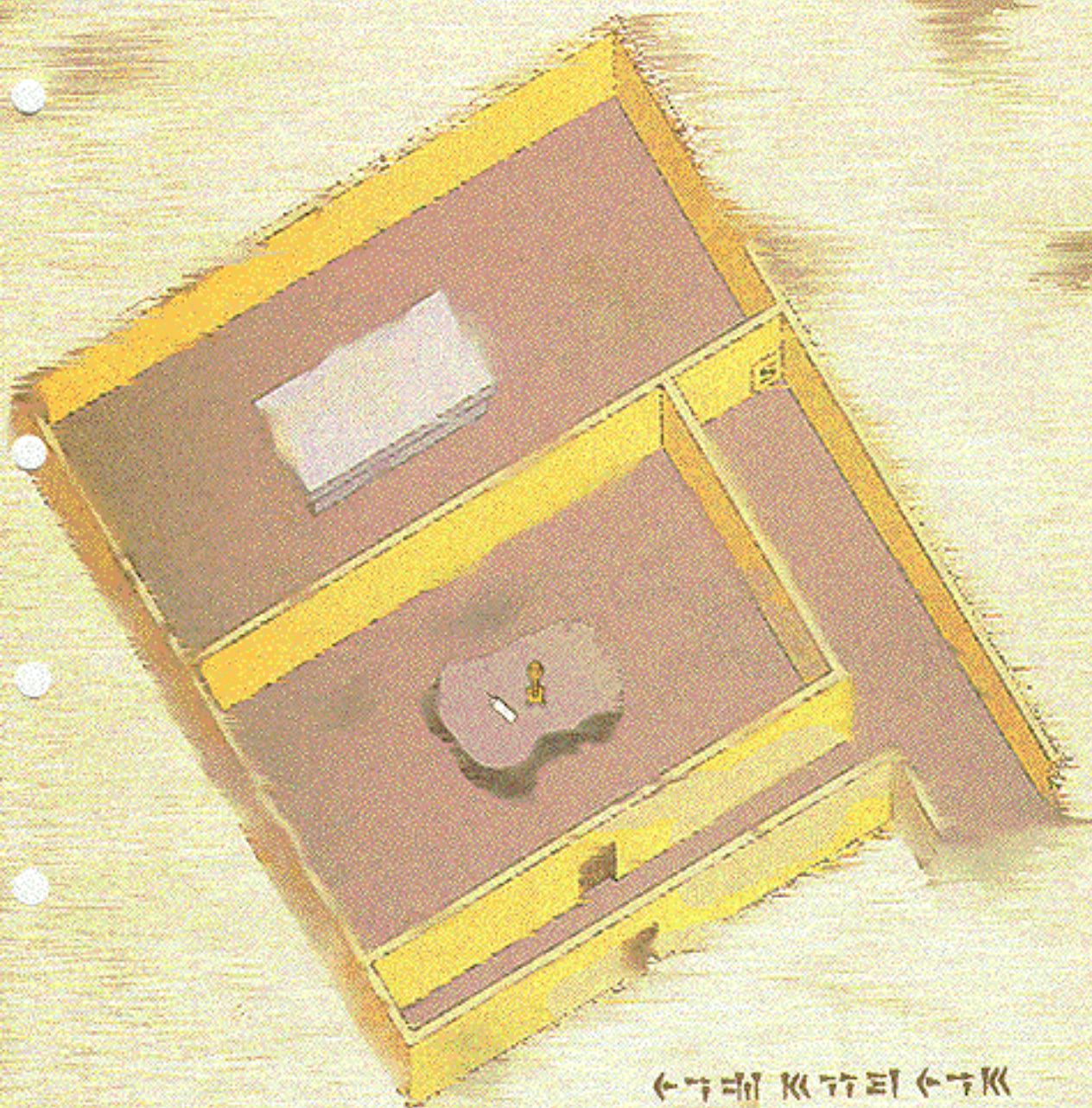
பெரிய
தொண்டி

THE GREAT SEA



TELL DANI (LAST HOUSE) YOU
ARE LOOKING FOR BLACKSCAR
AND HE WILL NOTIFY ME TO
LEAVE FOR THE BLACK POND





←-T-HI K-T-EI ←-T-K

Let for Let

240 00 240

11 FOR 11

Sign of the Times

DM's Information

The DM's Map

The Dungeon Master's map gives the floor plans of the Sun-King's palace.

The Players' Map

The players' map is an astrological chart. It warns that when the planets, the moon(s), and the stars are all aligned in the positions shown, something terrible will happen.

If the characters attempt to read the runes which circle the scroll, they must make a Proficiency Check for Ancient Languages or hire someone who possesses that skill. The message says:

"Be ye forewarned / for it shall come to pass, in the days when the celestial wanderers pass into / line a great leader shall emerge. / Many shall follow him / and many / curse his name but / none shall know the Sun-King for what he is / -Danel."

Notes

The players' map foretells of the coming of a great evil which reoccurs every 700 years. A king of a desert empire will suddenly fall ill, die, and be replaced by his son. The new king's personality will begin to change, from good and noble to evil and cruel. Under the reign of the Sun-King, as he comes to be known, taxes are raised to impossible heights; those who cannot pay them are thrown into dungeons and their possessions confiscated. Pestilence stalks the landscape, and famine, as droughts cripple the already-sparse crops. Oases begin to go dry, causing nationwide suffering, and people die by the thousands as the Sun-King launches invasions into neighboring territories. By the time his reign is ended, the nation and its people are devastated.

The Danger

The Sun-King is actually a greater baatezu (a Pit Fiend) who secretly enters the Prime Material plane, murders a king's eldest son and heir, and takes his place via use of its *polymorph self* ability. The baatezu then subjects the king to slow, painful, and untraceable poisons. Once the king is dead, it succeeds to the throne. The new king next eliminates the rest of the deceased king's family one by one, along with any nobles or powerful subjects who might cause trouble for the baatezu. The Sun-King will keep its evil side carefully hidden, along with its true nature.

Once entrenched in power, the Sun-King imposes heavy taxation, looting the land of all its treasures and *plane-shifting* the spoils to the Outer Plane of its origin. By the time its reign ends, it will have made off with enormous amounts of wealth, leaving vast destruction in its wake. Fortunately, it can only *planeshift* when the stars align in the position shown on the Scroll of Danel, an event which occurs only once every 700 years.

Once in place, the Pit Fiend is very difficult to remove; it is easiest to defeat if the PCs somehow detect and expose its true nature either before it becomes king or shortly thereafter. If wounded in melee and near death, the baatezu will flee to its plane of origin and cannot return to the Prime Material plane for another 700 years.

Baatezu, Greater-Pit Fiend (1): Int Genius (18); AL LE; AC -5; MV 15, fl 24 (C); HD 13; hp 104; THAC0 7; #AT 6; Dmg 1d4/1d4 (wings) / 1d6/1d6 (claws) / 2d6+poison (bite) / 2d4+constriction (tail) or by weapon type; SA *vorpal sword*, fear 20' radius (-3 to saving throw), poison or disease (bite), tail constriction, Strength 18/00% (+3 bonus "to hit," +6 damage), *advanced illusion*, *animate dead*, *charm person*, *detect invisibility*, *detect magic*, *fireball*, *gate* two lesser or one greater baatezu, *hold person*, *improved invisibility*, *infravision*, *know alignment* (always active), *polymorph self*, *produce flame*, *pyrotechnics*, *suggestion*, *teleport without error*, *wall of fire* (once per round), *symbol of pain* (once per day), *wish* (once a year); SD *regeneration* (2 hit points per round), +3 or better weapon to hit; MR 50%;

SZ M (6') as polymorphed Sun-King, L (12') as baatezu; ML 20; XP Value 57,500.

The Take

Since the baatezu sends all of the baubles and spoils it collects to its plane of origin, the characters will no doubt be disappointed to find they cannot recover any of its accumulated wealth. Instead, the Dungeon Master should award the players with the gratitude of the downtrodden people, an abundance of praise, and (possibly) a portion of what little cash the community still has. If the players wish to retrieve the stolen horde from the baatezu, the DM can arrange a very dangerous outer planar adventure to beard this hideous fiend in its lair.

Sign of the Times

Players' Information

This ancient parchment seems to be an elaborate cosmological chart of some kind. Unfamiliar runes spiral around the sky-chart in a double circle.

The Rumors

The Scroll of Danel foretells the destruction of the world. Only by destroying the parchment can the effect be countered.

The Scroll of Danel foretells the birth of a great king who will save his people from destruction. However, the child-king's life is in jeopardy from his father's jealousy. The child-king can only be saved to fulfill his destiny by the coming of true heroes.

The Kingdom of the Desert can only be saved by the hand of a youth. Find the youth and the land will be saved. His courage, his wisdom, and his honor will bring the people together to quench the power of evil. The youth must be brought to the desert when the stars and planets align in the pattern shown on the Scroll of Danel, or the land will perish.

The Scroll of Danel is an ancient relic. It has foretold the coming of the great Evil One for millennia. The event occurs every 700 years, and the danger is so great that millions flee and thousands die before the threat subsides.

Tattoo You

DM's Information

The DM's Map

The DM's map displays what the characters see if they follow the tattoo map to the spot marked with an X: five tall stones each marked with a roman numeral and a single word. A sixth stone has the numeral but no word; it has broken in two, the top half lying near the stub. Although the stones look like grave markers, they are not; they serve as camouflage for the treasure (most people avoid the spot for fear that undead might haunt it). If the characters place the top of the broken stone back on its base, the combined weight causes a slab beneath it to rotate, revealing the treasure. A thief can attempt to find a secret door with no penalty, but only the precise weight of the reassembled stone will open it.

The Players' Map

The players' map is a picture of a tattoo. The map is permanently inscribed onto the back of a male dwarf NPC named Tamron.

Notes

This dwarf once freed a dao from an ensorcelled brass bottle and asked, as a reward, for a map showing the way to a great dwarven treasures map that he could never lose or have stolen from him. The malicious dao grant him his wish by having the map appear as a tattoo on his back. Not being a trusting soul, the dwarf bought two mirrors, one large and one small; he stands the large mirror against a boulder or tree and uses the small mirror to read the map. When found by the player characters, Tamron will be jumping up and down and cursing near a glittering pile of broken glass. He has accidentally dropped and broken his mirrors, leaving him with no way to read the map on his back.

Tamron (Dwarf Fighter, 6th level): Int Very (12); AL LG; AC 4; MV 6; HD 6; hp 43; THAC0 15; #AT 1; Dmg 1d8+2; SD infravision, +4 to saving throws vs. spells, poison, and rod/staff/wand; SZ M (4' tall); ML 13; XP 1,400. He wears chain mail armor and wields a battle-ax. He has a ring with a tiny concealed saw blade in the setting which allows him to cut through nonmetallic bonds (rope, leather, and the like) that may confine his movements. He carries an amulet containing a picture of a middle-aged dwarven woman.

As soon as the dwarf realizes he is not alone, he immediately puts his shirt back on. Player characters who make a successful Wisdom role at a -4 penalty will spot a large tattoo covering the dwarf's entire back. If asked why he hurriedly put his shirt back on, Tamron will say he is modest; if the PCs saw the tattoo and ask him about it, Tamron will claim that his former companions got him drunk one night and he awoke with the tattoo.

Tamron is highly suspicious of elves, humans, halflings, and fellow dwarves (i.e., everyone), suspecting them of plotting to steal his treasure. He will not reveal the map's existence if none of the characters spotted it, and will not willingly show it to them if they did. If threatened, he will try to fight his way free. If captured, he will use the hidden saw in his ring (the ring is too tight for the player characters to remove) to escape within the next 1d3 days, stealing a weapon, a mount (if available), and a week's food and water. He will take pains to hide his trail, using his Tracking proficiency to cover his tracks and often changing direction to throw pursuers off. He will only agree to cooperate and join forces with the characters if they find a way to win his trust and promise him first pick of any treasure the map leads them to.

The Danger

The broken stone is covered by a dun pudding, which attacks the first character to touch it. Unless the characters take suitable precautions, it attacks with surprise, gaining a +4 to hit.

Dun Pudding (1): Int Non (0); AL N; AC 7; MV 12; HD 8+1; hp 54; THAC0 13; #AT 1; Dmg 4d6; SA dissolves flesh or leather in one round, chain mail in two rounds, and plate mail in four rounds

(magical items take an extra two rounds to dissolve for each point of magical bonus; leather and cloth items gain no such bonus); SD immune to acid, cold, and poison; SZ M (6'); ML special; XP 4,000. The dun pudding is a *polymorphed* human mage named Rigel the Heckled. Rigel was apprentice to an evil mage who got tired of his sniveling and griping and *polymorphed* him into a pudding. Now mindless, he no longer remembers his former existence.

The Take

Within the rock, Tamron and the characters find a *Hammer +3*, *Dwarven Thrower* and 2,436 gold pieces of dwarven make. Tamron insists upon taking the hammer, but will allow the characters to divide the money.

Tattoo You

Players' Information

Your party is out in the wild one day when you hear a sound like breaking glass, followed by angry shouts. As you go to investigate, you see a dwarf, naked from the waist up, jumping up and down and cursing. Near him on the grass are two piles of broken glass. When he sees you, he immediately grabs up a shirt and starts to put it on, muttering "What are **you** looking at?"

What you're looking at is the dwarf's back, which is covered with an elaborate tattoo. The tattoo shows trees, a waterfall, tall cliffs, and a rock formation. This rock formation is marked with a large X, presumably to note the location of something valuable.

The Rumors

There are no rumors available for this map.

Jigsaw

DM's Information

The DM's Map

Clay pottery is often used by desert-dwelling cultures to keep records or tell stories. The advantage of using fired clay to preserve information is that in the absence of rain and other moisture it can last for centuries or even millennia without crumbling. The disadvantage is that pottery, while durable is also fragile and can easily break.

The DM's map is an example of this type of map making. This ancient bowl has a stylized map leading to a ritual site of great importance to the people who drew it. A bottom view of the bowl is shown to reveal the complete map.

The Players' Map

Unfortunately, the bowl with the map incised on its surface broke into pieces long ago. The players' map shows the clay shards that once made up the bowl. This adventure works best if the DM cuts out the shards and hands the players a pile of mixed-up pieces. The player characters also hear rumors that the bowl shows the way to "a treasure beyond price."

Notes

The Dungeon Master can handle this map in one of two ways.

He or she can give the players all of the map pieces at once and allow them to reconstruct the map. This gives the characters a complete map and insures that they will find all the clues they need.

He or she can give them the map a few pieces at a time, so that collecting all the fragments of the map becomes a continuing adventure. This adventure works best if the PCs discover that others are also after whatever lies at the map's end. The PCs and their untrustworthy rivals may even have to pool their resources in order to solve the puzzle, in the best B-movie tradition.

The map leads to pueblo-style ruins atop a large mesa ruins that have been abandoned for thousands of years. Not even the elves remember a time when anyone lived here. Protected by cliffs hundreds of feet high, this community appears to have been home to nearly 5,000 inhabitants. Eventually the characters will discover a deep well. No bottom can be seen (even with infravision). Anyone jumping into the well receives 5d6 points of falling damage. At the bottom, the character must roll a Constitution check with a -8 penalty or break 1d4 bones in the process of landing on the rock-hard floor. Characters with ropes or climbing ability should be able to easily descend the 50 feet to the bottom.

Once in the hole, characters will be able to see again normally (provided they light torches or have some similar light source with them) and find that they are in a ceremonial chamber. Pictures of male babies transforming into grown men and female babies turning into women line the walls. Curious script in an ancient language also accompany the drawings.

The Danger

The words and images on the walls show the stages of the coming-of-age ceremonies practiced by these ancient mesa-dwellers. All who enter the chamber must exit men or women. If the ceremony has never been performed on a person, he or she is considered a child, no matter what the characters chronological age. The writing details the separate ceremonies for men and women and can be deciphered by any thief who successfully rolls his or her *read languages* ability, by any character who possesses the Ancient Languages proficiency and makes his or her proficiency check, or by a wizard (5% chance per level).

If the characters do not perform the ceremony before climbing out, they become *cursed*. There is no saving throw for this *curse*, which affects humans, demi-humans, and humanoids alike. The *curse* manifests itself in a loss of maturity. Each character loses a point from one of his or her Ability Scores each

day for six days after leaving the chamber; the Ability affected (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma) is determined randomly by the DM. The victim will also lose one experience level per day, along with an appropriate number of hit points, until he or she becomes a zero-level character with 1d4 hit points. He or she may then adventure to earn new levels, perhaps even in a different class than before, with no further level loss. Finally, the character will become one year younger each day for twelve days.

Returning to the ceremonial chamber temporarily stops the process but does not cancel it: the depletions begin again as soon as the character steps outside. A *wish* will halt the regression but not restore the losses. The curse can only be lifted if a victim returns to the ceremonial chamber and undergoes the proper coming of age ceremony. Once the ceremony is concluded, all the character's statistics return to their former numbers.

The Take

There is no tangible reward here. However, once the characters have undergone the coming-of-age ceremony, each will gain 1-2 points in one Ability Score (DM's choice). The ceremony can only be performed on a character once: any attempt to undergo it a second time causes the victim to age horribly and die within seconds.

The Thin Line

DM's Information

The DM's Map

The Dungeon Master's map shows the safe passage through a dwarven mine. It also shows the location of every trap and pitfall that the players will step into if they follow their map to the letter.

The Players' Map

The players' map is both misleading and dangerous. If the characters trust in their map and follow its directions, they will suffer the effects of every trap in the tunnel.

Notes

The players' map is enchanted with an illusionary spell that makes the map incorrect. By casting a *dispel magic* or *true sight* spell upon the paper, the real map (the DM's map), appears.

A dwarven clan created these tunnels centuries ago in their unceasing search for ore and precious gems. As luck would have it, they struck a rare deposit of mithral as well as a vein of what they dubbed "burn-soot." After nearly two years of excavation, the thin vein of mithral showed no signs of giving out, but the burn-soot sediment increased. The miners slowly took ill and began to develop what looked like severe sunburns on exposed faces, arms, and legs.

Being proud people, the dwarves were not deterred by a few burns from the great wealth they had discovered, so they continued to ferret the mithral bit by bit from its stony bed. Then, after the first year, unexplained deaths started occurring. Priests were brought into the tunnel to divine the possibility of a curse on the vein of ore, but they found nothing. One by one the dwarves all sickened and slowly died. After four years, the few surviving dwarves were too weak to continue mining. They laid themselves down to rest and never woke up again.

The Danger

Burn-soot is very dangerous. A few hours' exposure will do no harm, but if a character spends a month of game time (cumulative) in the tunnels, he or she must make a system shock roll at a -25% penalty. A character who makes his or her save suffers no ill effects but must make another system shock check every month that the exposure continues. A character who fails any of these system shocks will begin to lose 1d6 hit points permanently each month, as well as 1 point of Constitution. The character is now terminally ill, and will automatically suffer these losses every month, even if he or she leaves the tunnels (characters who leave the tunnels before failing a system shock roll are not so affected). This damage can never be healed by rest or any of the clerical *cure wound* spells; only a *wish*, *alter reality*, or *heal* spell can cure the character's condition.

A character whose hit point or Constitution score reaches zero dies. He or she can be raised via the *raise dead* spell, but will quickly die again from the damage the burn-soot has done to his or her system. To be returned to both life and health, the character must be the recipient of either *resurrection*, *reincarnation*, a *wish* spell, or divine intervention.

The Take

Mithral is the most precious of metals. Small amounts of it can be used as an alloy to forge magical weapons and armor. Unfortunately, the characters will have to remove large quantities of the surrounding rock in order to get at the narrow mithral vein. It will take one month of mining to extract enough mithral to make one dagger, two months for enough ore to make a short sword, three months for a longsword, and so forth. For each month of mining, there is a 30% chance (non-cumulative) that the tunnel will collapse.

The Thin Line

Players' Information

The map the characters now hold has been delicately etched onto some kind of thin, light leather. Its tan and beige surface has lightly browned in spots from age and shows a few small burns where sparks appear to have fallen on it.

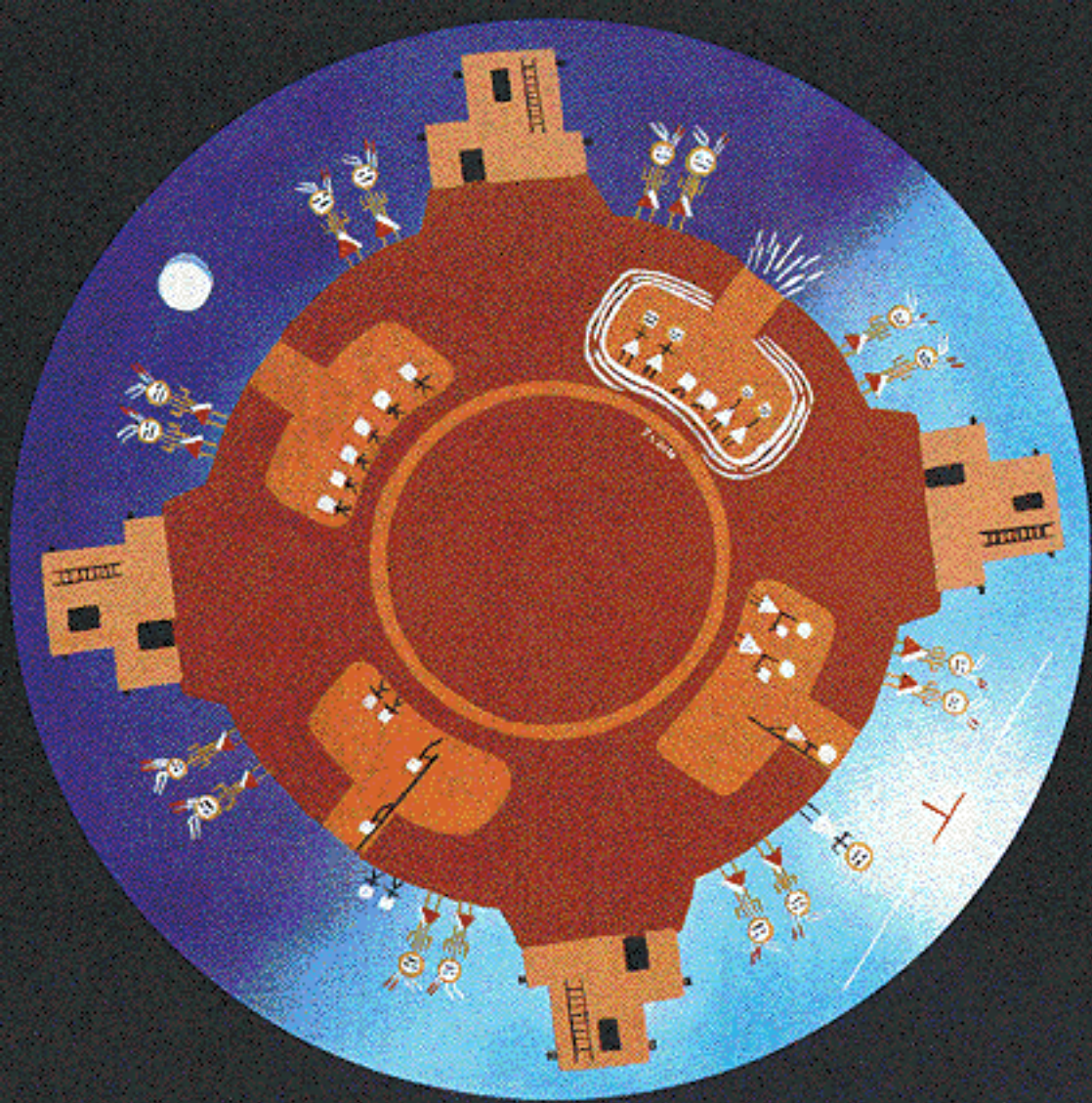
The map is supple and easy to roll up and stuff into a scroll tube. When rolled, an old blood stain in the shape of a tear can be seen discoloring the back.

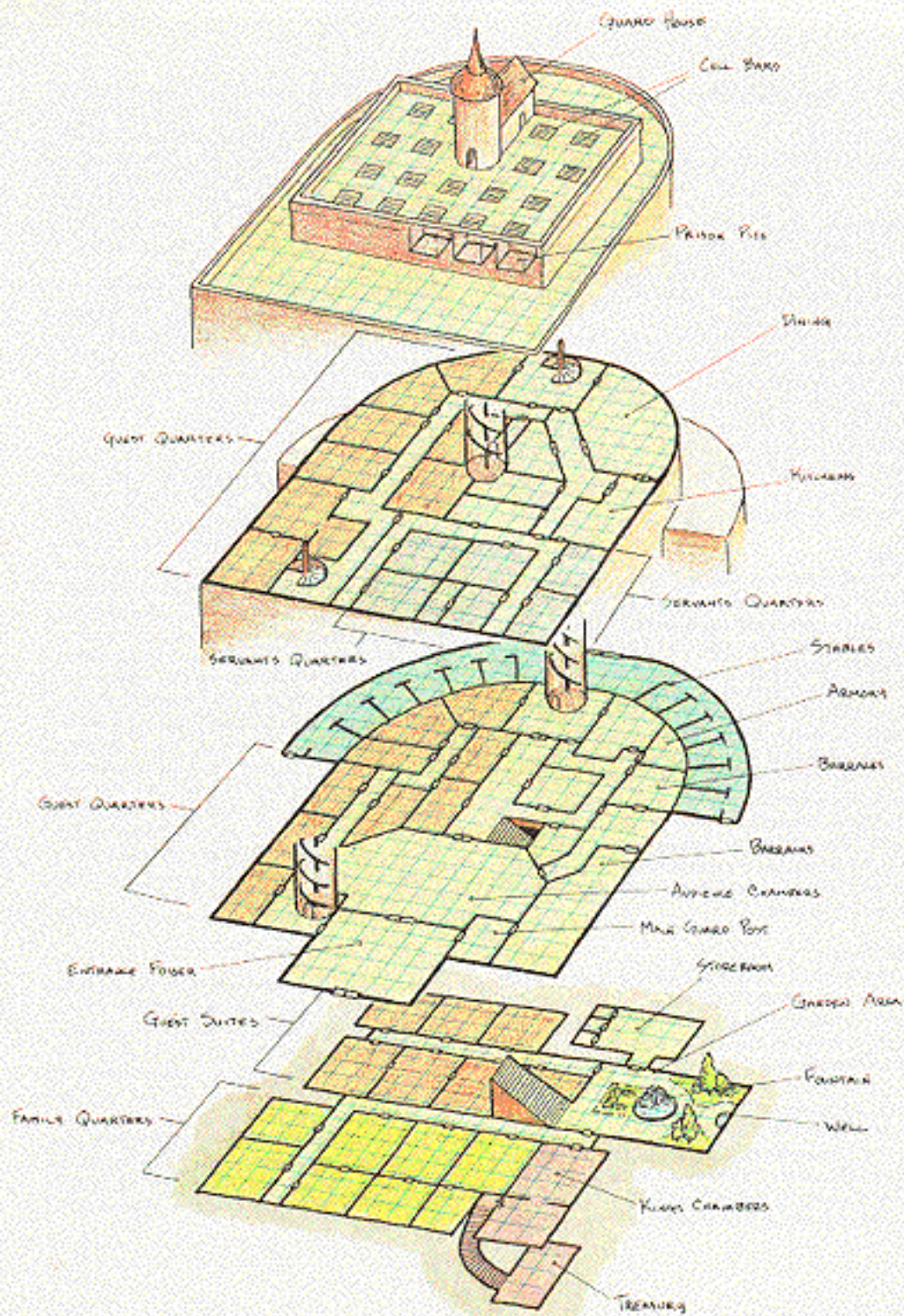
The Rumors

A small community of dwarves lived in a range of great mountains near a great lake. Soon after finding a rich ore strike, they began suffering inexplicable deaths. Fearing they were cursed and on the verge of extinction, they created a map to show those who came after the way to a vein of precious metal. Since then, the dwarves have all died, and the map, lost for almost a full century, has never yet turned up, so far as is known. Many a collector would give his (or her) eye-teeth for a chance to possess it.

A mad dwarf, an unfortunate victim of volcanic gases commissioned this map to show the way to a lost silver mine. Unfortunately, the mine only existed in his addled brain. However, the woman he hired to draw the map for him was one of the greatest artists of her day. The mere fact that it is her work makes the map a valuable piece of art Ñ even though the treasure it claims to lead to is purely imaginary.

The map is a trap laid out by a company of very successful assassins. No one who has followed this map has ever returned to tell what they found. These assassins have about three copies which constantly circulate, keeping them sufficiently busy year around. When they ambush a party of would-be miners, the assassins attack, kill, and pillage. After retrieving the map, they take their ill-gotten gains to a nearby town, sell the map again, and wait for another opportunity. It is believed the assassins are followers of a deity of death or pain. Whatever the reason for their actions, greed or piety, they always take a vacation during the two coldest months of the year, waiting until the first thaw to resell their maps.







VI
RESPECT

IV
PIETY

II
DUTY

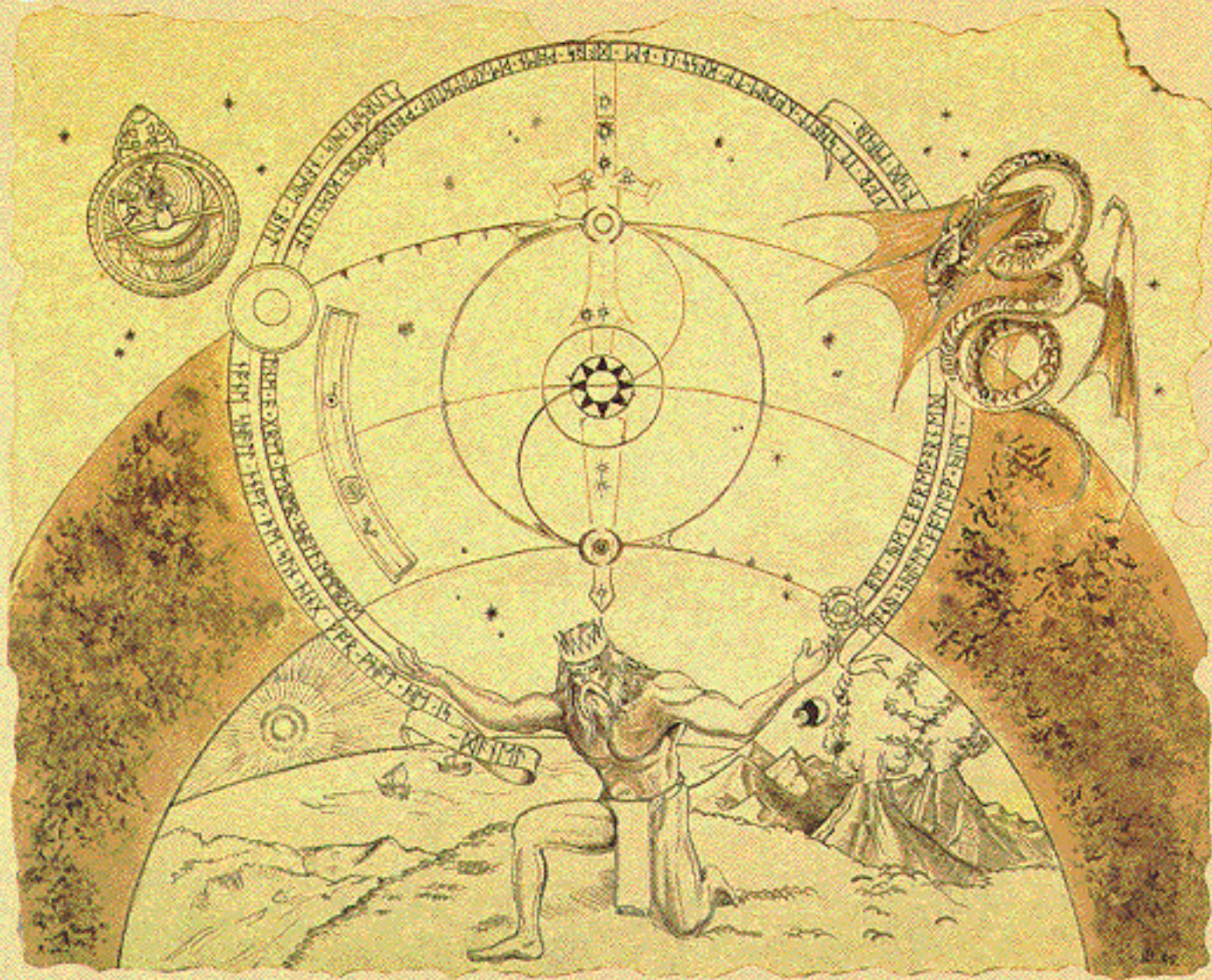
III
REVERENCE

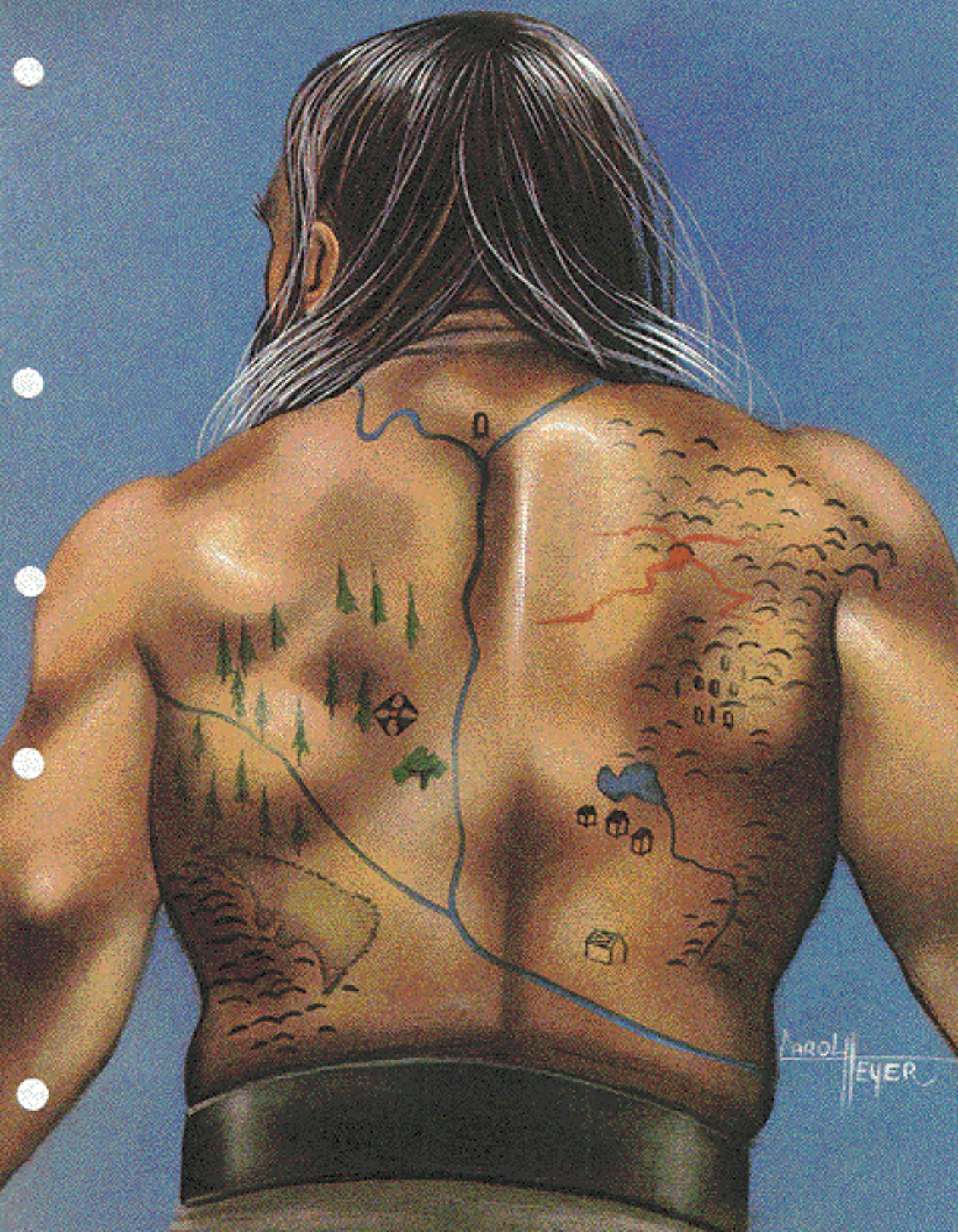
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HONOR

CAROL MEYER











Waterhole

DM's Information

The DM's Map

The DM's map shows the deck plan of a sunken sailing craft. Only the rear half of the ship, from the mainmast to the stern, is still intact; the rest of the vessel has deteriorated into a morass of rotting timbers. All access points to the craft's interior are blocked by the rubble, but these planks and boards are easily removed.

The water surrounding the craft is clear, but the lighting is very dim. Many sea creatures make their home in the old wreck: eels, crabs, and octopi find this a safe haven from larger predators. The starboard side of the ship is charred as if it had been exposed to Greek fire or a *fireball* blast before sinking; several holes the size of ballista-bolts also pepper the hull. A variety of sponges and a few coral grow on the ship's outer surface, bringing a look of new life to this long-dead craft.

The Players' Map

The players' map shows the location of the sunken ship. It lies about 300 feet off the coast, beneath 60 feet of water at low tide (75 feet of water at high tide).

Notes

Only dim light penetrates to this depth, causing the characters to suffer a -3 penalty to combat rolls. In addition, the water insulates all physical, hand-to-hand, and melee attacks, creating a -3 damage penalty as well (unless appropriate magic is used, such as a *ring of free movement*).

The four numbered locations on the Dungeon Master's map are detailed below:

- Location 1.** This was the living quarters of the sailors and passengers. Hooks sunk deep into the wood, fragments of disintegrated rope still attached to them, show where their hammocks once hung.
- Location 2.** This room housed the officers. They were not luxurious in the least, as the different officers were separated only by partitions that have all but rotted away.
- Location 3.** This is the Captain's quarters. A skeleton lounges serenely against a splendid chest in this room. Either the skeleton or the chest must be physically moved in order to get at the rusted lock.
- Location 4.** This room holds an unsettling sight. Manacled to the worm-eaten walls by a hand or ankle are several dozen skeletons. A few have drifted loose as their bones snapped or slipped through the bonds that have lasted long after their deaths.

The Danger

The treasure chest is trapped with a poison needle. The venom has long since washed away, but a character pricked by it must make a system shock roll to avoid contracting a disease.

Each half-hour the characters spend in the vicinity of the wreck, there is a one-in-six chance they will have a random encounter with one of the monsters listed below. The DM should tailor the encounters to the party strength.

1. **Dolphin (2d10):** Int Very (11); AL LG; AC 5; MV sw30; HD 2+2; hp 16; THAC0 16; #AT 1; Dmg 2d4; SD as F4; SZ M (5-6'); ML 11; XP 65.
2. **Dragon Turtle (1):** Int Very (12); AL N; AC 0; MV 3, sw9; HD 14; hp 98; THAC0 7; #AT 3; Dmg 2d6/2d6/4d8; SA breath weapon (20d6 damage), capsize ships; SZ G (30' diameter shell); ML 17; XP 12,000.

3. **Elemental, Water (1):** Int Low (7); AL N; AC 2; MV 6, sw18; HD 16; hp 112; THAC0 7; #AT 1; Dmg 5d6; SD +2 weapon or better to hit; SZ H (16' tall); ML 17; XP 10,000.
4. **Ixitachitl (3d6):** Int High (13); AL CE; AC 6; MV sw12; HD 1+1; hp 7; THAC0 19; #AT 1; Dmg 1d10+2; SZ L (7'); ML 13; XP 35.
5. **Merman (1d10):** Int Very (12); AL N; AC 7; MV 1, sw18; HD 1+1; hp 8; THAC0 19; #AT 1; Dmg by weapon; SA grapple ships; SZ M (5-6' long); ML 10; XP 35.
6. **Sahuagin (1d20):** Int High (13); AL LE; AC 5; MV 12, sw24; HD 2+2; hp 20; THAC0 16; #AT 5; Dmg 1d2/1d2/1d4/1d4/1d4; SA nets (Str 16 to break free); SZ M (6'); ML 12; XP 175.
7. **Sea Lion (3d4):** Int Semi (4); AL N; AC 5 (torso)/3 (tail); MV sw18; HD 6; hp 42; THAC0 13; #AT 3; Dmg 1d6/1d6/2d6; SA maul (bite for double damage if both paws attacks hit in the same round); SZ L (15' long); ML 12; XP 270.
8. **Sea Zombies (1d8):** Int Low (5); AL CE; AC 7; MV 6, sw12; HD 5; hp 35; THAC0 15; #AT 1; Dmg 1d10; SA stench, disease; SD immune to mind-affecting spells, half-damage from fire, double damage from cold and electric, cannot be turned; SZ M (5-6'); ML 20; XP 420.
9. **Shark (3d4):** Int Non (0); AL N; AC 6; MV sw24; HD 6; hp 29; THAC0 15; #AT 1; Dmg 2d4; SZ L (12' long); ML 10; XP 270.
10. **Squid, Giant (1):** Int Non (0); AL N; AC 7 (tentacles)/3 (body); MV sw3, jet18; HD 12; hp 84; THAC0 9; #AT 9; Dmg 1d6 (x8)/5d4; SA Constriction (2d6 per round); SD ink cloud; SZ G (60' long); ML 13; XP 9,000.

The Take

- The captain's *sword*, +4 lies tangled in his remains. This intelligent sword is lawful evil in alignment and has the special ability to *find treasure*.
- A diamond ring worth 1,000 gp still clings to the captain's left hand.
- The chest contains the remains of rotted bags that once held 1,200 sp, 300 gp, and a corroded but still airtight copper tube containing records of slaving activities from 40 years ago.

Waterhole

Players' Information

This map has been burned into a piece of driftwood, probably with a hot piece of metal. Whoever made it must have been without paper, ink, or any of the other standard writing utensils. Still, however makeshift his or her tools, the map-maker has left behind a careful record that anyone could easily follow.

The Rumors

· The island depicted on the map was used as a hide-out for a small band of pirates. Here they could store their loot until they could melt the precious metals into ingots, impossible to trace or identify as stolen goods. The pirates died ten years ago when their ship hit a hidden reef and went down; the plunder from their last raid was never recovered.

Even though the pirates are dead, the island itself is extremely dangerous to approach. Anyone deciding to run a salvage team down to the sunken ship would be well advised not to go ashore, and to carry out all diving operations at night, when the island's inhabitants cannot see.

· A noble used to do a lot of sailing off the southern continent in search of slaves, contraband, and entertainment. He never returned from his last trip; presumably, his ship floundered in a storm or struck a reef in unfamiliar waters. His family is willing to pay thousands of gold pieces for the remains of their ancestor so that his bones can be buried properly.

· There are two copies of this map: the true map, which leads to a sunken ship filled with treasure, and a false map, which leads to a nearby kraken's lair. The only difference between the two maps is that the real map has a reef shaped like a snake in the southwest corner.

· The plunder in the sunken schooner is guarded by a salt-water poltergeist that will not let anyone or anything near its treasure. This undead spirit controls the actions of a colony of nearby merrows.

Down With the Ship

DM's Information

The DM's Map

The DM's map shows the floor plans of a crashed spelljamming ship. Although the design is fairly human in origin, the passengers were not. This lizardman craft was captured by a group of neogi in the course of a bloody battle in wildspace. The neogi won the battle, but their Mindspider was so badly damaged that they were forced to abandon ship and commandeer the vessel of their defeated foes. The few surviving lizardmen were imprisoned and eventually eaten by the neogi.

As the neogi ship was passing near the character's home planet sometime later, it was attacked by an elven Man-o-War. The neogi helmsman suffered spelljammer shock and the craft was forced down on the planet. Everyone on board the ship died in the fall from the heavens and subsequent crash-landing.

The Players' Map

The players' map shows a large, thick woods. A trail passes through mountainous terrain, over a bridge spanning a river, and into the forest where it forks a few times. A large clearing containing the words "Chateau d'amour" is near the northeast corner of the map.

Notes

The players' map shows the way to the crashed ship; it will probably not escape the characters' attention that this ship is in the middle of a forest miles and miles from the nearest large body of water. If the DM does not want to expand his or her current campaign to include the SPELLJAMMER® game setting, he or she can decide the spelljamming helm was destroyed in the crash and the ship too badly damaged to be refitted.

A tribe of ogres led by a single ogre mage live in the wreckage. This tribe has adopted the skeletons of the ship's deceased crew, animated by the ogre mage, as totems. These skeletons resemble those of giant spiders; they once belonged to neogi.

The Danger

A ogre mage and a group of 14 ogre followers have taken residence in the fallen spelljamming ship.

Ogre Mage (1): Int Exceptional (16); AL LE; AC 4; MV 9, fl 15(B); HD 5+2; hp 37; THAC0 15; #AT 1; Dmg 1d12; SA *charm person, sleep, cone of cold* (once per day); SD regenerate 1 hp per round, *cause darkness 10' radius, fly, invisibility, polymorph self* (at will), *gaseous form* (once per day); SZ L (10' tall); ML 14; XP 420. This particular ogre mage can cast the following spells as a 7th-level priest: *command, entangle, pass without trace, charm person or mammal, flame blade, heat metal, animate dead, call lightning, spell immunity*.

Ogre (14): Int Low (8); AL CE; AC 5; MV 9; HD 4+1; hp 29; THAC0 17; #AT 1; Dmg 1d10; SA +2 damage; SZ L (9'+ tall); ML 11; XP 175.

Monster Skeletons-Neogi (7): Int Non (0); AL N; AC 6; MV 12; HD 6; hp 40; THACO 15; #AT 3; Dmg 1d3/1d3/1d6; SD immune to *sleep, charm, and hold*; SZ S (3' tall); ML Special; XP 650.

The Take

If the characters can defeat the ogres, the spelljamming craft is theirs for the taking. It will cost 2,000 to 12,000 gp to make the wreck spaceworthy again. Please refer to the SPELLJAMMER® campaign boxed set for all the pertinent information on taking the AD&D® game into space with flying ships. Characters not interested in venturing into arcane space themselves can sell the ship's minor helm for up to 100,000 gp, but finding a buyer might be difficult.

Down With the Ship

Players' Information

This map is a small section torn from a finely woven tapestry. This portion of the tapestry depicts a large, thick, deciduous forest. Someone has added a line of red stitching to mark some kind of trail across the tapestry-map. The trail passes through mountainous terrain, over a wide bridge spanning a vast river, and into the thick trees. It turns left at the first fork of the forest-road, heading directly toward a clearing marked "Chateau d'amour." However, about halfway to the clearing the marked trail suddenly veers off the path into the trees. The trail ends in a curious symbol that vaguely resembles a ship Ñ which is odd, because the nearest body of water is over five days' travel away.

The Rumors

· Long ago, denizens of evil strove with the forces of good in a great battle beyond the sky. The clash of these mighty forces knocked loose a small piece of the sky, which fell to the ground, destroying hundreds of acres of forest when it hit. The forest has only now begun to grow back. Many mages and sages would pay dearly for a piece of the sky, but the forest is dangerous, and few who venture into it come back to tell the tale.

· The boat is all that remains of a legendary catastrophe that once nearly destroyed this part of the world. The calamity was caused by rival mages who sought to destroy each other in the greatest magical battle in history. The sky blazed with their energies, and the lakes and rivers boiled in fury. The ground shook and opened, releasing geysers of water that threatened to flood the whole valley. In a desperate attempt to save themselves, a group of villagers banded together all their craftsmen and built a ship large enough to carry them all to safety in only a matter of days. However, just as they finished their labor, the magical battle suddenly ceased, the danger ended, and the waters subsided. The mages have never been seen or heard from since.

· A wandering storyteller claimed to have once visited a castle shaped like a stone ship inhabited by blind giants. As proof of his story, he brought back the leg of a huge spider (one of their pets). It was later discovered, or so sages tell, that the man lied. He actually excavated the den of a large fiddler crab, causing it to collapse on the creature, killing it.

Tastes Just Like Chicken

DM's Information

The DM's Map

The Dungeon Master's map shows the inside of an ornately decorated restaurant and inn. This establishment caters to an unusual crowd: mind flayers, otherwise known as illithids.

The Players' Map

The players' map is actually an advertisement, a handbill giving directions to an "underground" eating establishment called the *Gehirn Cibus* ("Brain Food").

Notes

When the characters approach this restaurant, they see an unobtrusive building painted dull gray. Thick curtains cover all the windows; no shapes can be made out through them. A small sign that says "Open" is on the middle of the front door.

As the characters enter the establishment, they step into a small, dark foyer. A glimmer of candlelight shines from beneath the door opposite the one the characters entered through. The PCs get an odd feeling that the inside and outside of the building do not match.

If they open the far door, the characters are faced with 2d10 illithids who are seated at tables, dining upon distasteful objects. Cloth napkins adorn their coats and laps, and crystal goblets filled with dark red wine stand majestically next to fine china plates. Two illithid waiters dressed in dinner jackets and tails serve the guests.

When the characters enter, the maitre'd will approach them, intending to seat them at an empty table and take their order. If the characters become spooked and attack, the waiters and other customers will join in the fray. If the characters, however, allow themselves to be seated at a table or gracefully decline service, the mind flayers do not attack. They do, however, curiously inspect their fellow diners (the PCs) from time to time.

The menu contains a plethora of different types of brains from young to old, from low to godlike intelligence, from human to non-human.

The Danger

So long as the PCs behave themselves, they are perfectly safe here. If they start a fight, however, they will have to face all the illithids in the place, foes capable of striking terror in the greatest of adventurers.

Mind Flayer (Illithid) (2d10): Int Genius (17-18); AL LE; AC 5; MV 12; HD 8+4; hp 60; THAC0 11; #AT 4; Dmg death in 1d4 round as tentacles extract the victim's brain; SA Mind Blast (cone 60' long and 5-20' wide; stuns victims for 1d10+2 rounds), Psionics, *suggestion*, *charm monster or person*, *ESP*, *levitate*, *astral projection*, *plane shift*, -4 penalty to victim's saving throws; MR 90%; SZ M (6' tall); ML 15; XP 8, 000.

Psionics:	7th level; 3 Disciplines, 5 Sciences, 14 Devotions; Attack Mode: Mind Thrust; Defense Modes: Mind Blank, Thought Shield, Mental Barrier, one other; Power Score: 17-18; Psionic Strength Points: 1d100+250.
Type:	Attack, Mind Control, Travel.
Psychokinesis:	Detonate, Control Body, Levitation.
Psychometabolism:	Body Equilibrium.
Psychoportation:	Probability Travel, Teleport, Astral Projection.
Telepathy:	Domination, Awe, ESP, Post-hypnotic Suggestion.

The illithids will not use their feeding (tentacle) attack during this combat, preferring to rely on their

Mind Blast, their other mental powers, and the various magic items that they carry.

The Take

PCs who manage to slip away quietly during the meal and explore the place will find several *charmed* humans, either helping in the kitchen or sitting alone in darkened rooms (holding cells). Rescuing these folks will not be easy, since they are completely docile and have no urge to escape. If the PCs nevertheless somehow succeed, they will gain lifelong allies from their grateful families.

Tastes Just Like Chicken

Players' Information

The Finest in Alternative Dining

Ñ *Gehirn Cibus* Ñ

Serving the public for over 15 years.

Open from evenfall to night's end.

Serving:

Ranch-bred cattle

Wild game

Urban animals

Special requests available

Served to taste.

Ask about our extensive
selection of fine wines.

Reservations suggested on weekends but not required.

Just Southeast of the ruined temple

Gridlock

DM's Information

The DM's Map

The Dungeon Master's map is actually two maps. The first map shows the layout of a floating island. The second and lower map shows the floor plans of a ruined temple.

The Overview Map

The overview map shows a flat parcel of land. Grass grows on every available square inch. A large reddish gem sits near the edge. Near the center of the island, two majestic oaks spread their leaves to the warmth of the sun. At one edge, a bubbling spring provides a perpetual supply of water, which spills out over the edge, causing a slight drizzle of tiny raindrops onto the land far below. Not far from the spring lies a ruined temple.

The Temple Map

The temple on this floating island has been defiled. Its remains show that its outer walls were constructed from hardened peat and its inner wall from shrubbery; trees formed its supporting columns, vines and latticework trellises its statuary.

The Players' Map

The players' map shows the characters the location of the floating temple. The PCs must travel along Dodger Path, through an extremely long tunnel under the mountains, over a large extension bridge, into Druidhome, across a precarious and fast-moving river (about 500' above lifethreatening rapids), and toward the mountains once again until the floating island is visible Ñ about 1,000 feet in the air.

Notes

Getting There

The characters can get up to the island by a number of ways: *fly and levitation* are good bets, whether via magic items, spells, or innate abilities. The priest spell *pass plant* will also work, since the trees on the ground are oak and there are two huge oak trees on the island (unfortunately, only the caster can reach the sky island by this means).

Once They're There

The characters see a ruined open-air temple, two huge oak trees, a spring, and a large reddish crystal standing upon a metallic base. The crystal and its base are the only things on the island that were not once living.

Inspecting the temple reveals three statues of the same beautiful woman at three different ages. One of the two smaller (8' tall) statues has fallen and broken. A small orange flame dances in the upturned right palm of the large (20' tall) statue. Several of the pillars (ash trees) have been chopped down and the upper branches converted into firewood; the marks of some very old campfires still despoil these beautiful grounds. The occasional strong winds have spread the darkened stains of soot and charcoal out into a larger blemish.

Inspecting the two oak trees shows they are over 400 years old-how much older is difficult to say. They are over 10 feet in diameter and tower over 200 feet high. Nary a fallen leaf covered the seeding grass. A few birds sing in their tall branches.

Upon inspection of the giant gemstone, the characters can see visions of nature scenes slowly spinning within its translucent surface: serene plains, sparkling waterfalls, and peaceful dales festooned with oak and weeping willows. Forest animals can be seen playing beneath the trees as leaves fall around them.

The Objective

Any druid PC, any ranger, and any character who follows a nature deity feels at home here. Yet there is also an underlying, almost subconscious sadness, which seems to emanate from the large gemstone. Imprisoned inside is the patron deity of this place. She can only be freed if the characters manage to subject the gem to the forces of earth, wind, fire, and water simultaneously.

The Take

If the characters manage to free the neutral deity, she explains the events leading up to her imprisonment. A greater evil deity became exasperated with the nature deity and her followers due to their continual success against his evil and chaotic forces. In anger, he entrapped the lesser deity in the gem and defiled her temple. In order to kill her creed, he lifted her domain one-fifth of a mile above the ground. In the years since she stopped answering prayers and granting spells her following has completely died out, until her very name has been forgotten by the people whose ancestors once honored her.

If the player characters are responsible for the deity's release, there is an excellent chance that she will reward them with a *wish*. Given her interests, she will not grant a *wish* that upsets the balance of nature, nor the balance between good and evil or law and chaos. As always, it is up to the individual Dungeon Master to decide whether a *wish* will seriously unbalance his or her campaign or give the characters an unfair advantage in the game.

Gridlock

Players' Information

The players' map appears to be a woodcut torn from an old book. It shows the path to the location of a flying island, a small parcel of land hidden somewhere on the eastern side of a mountain range. The path travels across a road called Dodger Path. This path travels into a large tunnel in the western side of a mountain, and exits through another mountain on the eastern slope. Dodger Path then heads a bit north, over a large extension bridge, into a forest called Druidhome; the path roughly follows the river, keeping its babbling voice in earshot at all times. After passing a series of harried rapids, the characters must cross the river. Once the river is crossed, look up, and the floating island should be visible.

The Rumors

· The floating island of Druidhome is the final resting place of a famous priestess of a forgotten deity. To honor her memory, her deity lifted the island out of the river and into the sky to keep her tomb and its treasures safe from despoilers.

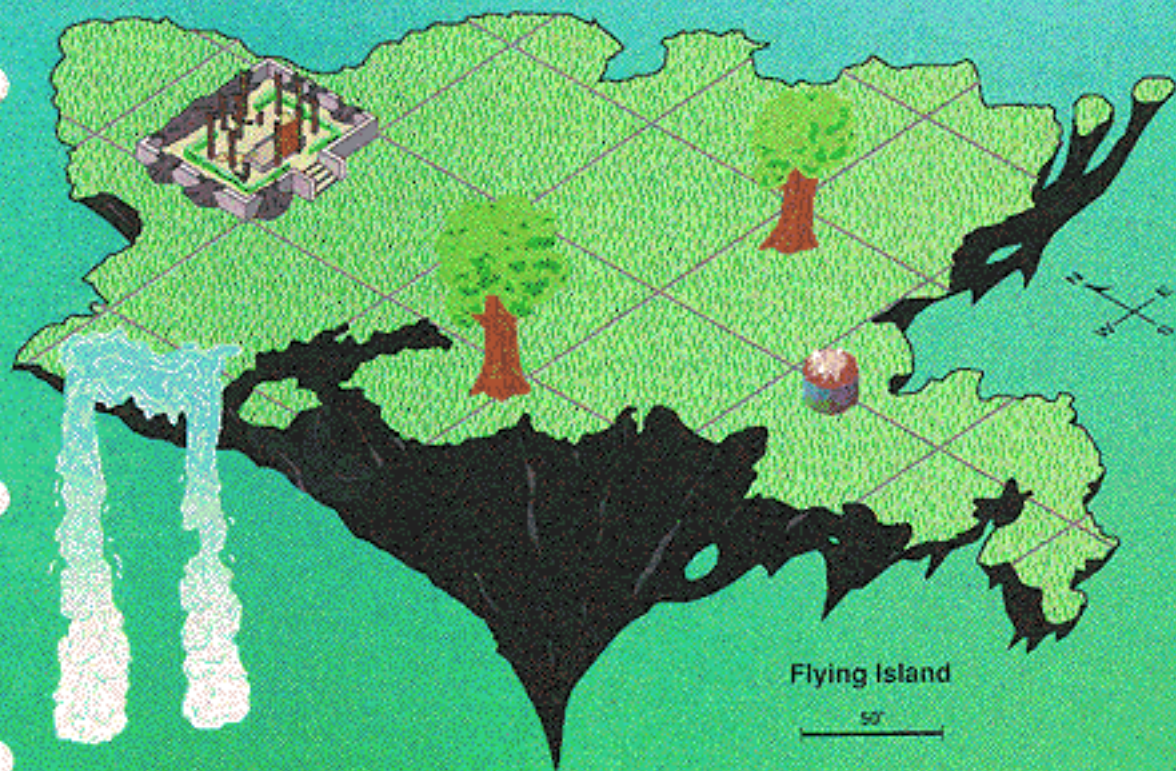
· The floating island of the Corsair river contains the holy temple of a nature goddess. Those who petition her on this isle are guaranteed a response. It bears ill will to those of evil or chaos.

· Dodger Island is a floating parcel of land that houses an abandoned temple. A great heroine is said to be imprisoned somewhere on the island. Her essence and material being are encased in a reddish gem at the foot of the isle. She would no doubt richly reward anyone who could free her.

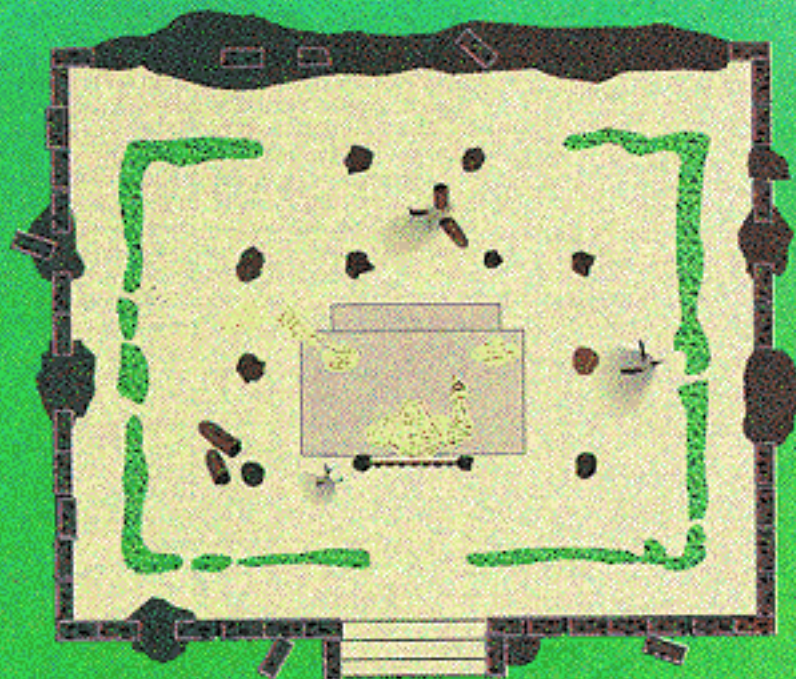


Galleon

A horizontal scale bar with a bracket underneath. The word "Feet" is written below the bracket. The bar is marked with "0" at the left end and "10" at the right end.



Flying Island



Temple

The Gehirn Cibus



